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THE ART OF WAR™



G. Raza '06

WARHAMMER
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Ancient China: The Art of War



THE ART OF WAR

The Chinese approach to warfare 2205 BCE – 280 CE

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INTRODUCTION

'THE CHINESE ARE NOT A WARLIKE RACE'

China is said to have one of the longest civilisations in history. Famous for its brilliant culture of delicate artwork, fine cuisine and sophisticated health systems – these are the products of its inventive and industrious people. It is also an immense country – the present state of China being as big as North America with terrain ranging from barren deserts, fertile semi-temperate river valleys, vast mountain chains and verdant jungles.

China's story is a tale of how this culture grew from a collection of small river settlements to now include a quarter of the world's population. To preserve and expand Chinese culture, its leaders needed to resist surrounding tribal peoples, barbarian invasions and competing civilisations. They also launched immense expeditions to either open up new lands and trade routes or as punitive measures against hostile peoples.

From time to time, China was beset by internal conflicts whether triggered by competing warlords or states, alternative dynasties or even rebel or religious cultist forces. All these helped form the Chinese military system.

China is well known for the Great Wall and also the Terracotta Army of the First Emperor found buried in Lintong – an immense and realistic army of some 8,000 life sized warriors guarding their sovereign in the afterlife. Another well known military legacy of China are the famous strategy books or *bingfa* of Sunzi which were studied by none other than Napoleon Bonaparte, and continue to influence military thinking even today. China has also pioneered military technology and developments such as exotic weaponry, explosive devices, fortifications and warship design to name but a few. Last but not least, China is the home of the martial arts systems famous throughout the world and still avidly studied today.

Our story starts in the misty legends of early China where even the existence of some ruling dynasties are doubted by academics. Later on artefacts, written histories and other clues provide a clearer picture of how Chinese culture and its military system evolved which I have set out in this supplement using the generally accepted view of Chinese history by relating them to the ruling dynasties. For a long period of time, China was subjected to a centuries long period of conflict known as the Warring States period where the central authority had little influence over the country.

From the earliest beginnings, the Shang Dynasty was the first to form a recognised standing army. They were overthrown by the Zhou, who went on to form the Zhou Dynasty – a period during which military strategy developed. The Spring and Autumn period along with the Warring States periods saw an increase in the scale of conflict. Immense armies engaging in prolonged field battles, sieges of fortified cities and complex campaigns were all part of warfare at this time. Ultimately, the state of Qin was the victor, overcoming all the other states, leading to the short lived Qin Dynasty.

Following a period of internal strife, the Han Dynasty pacified the country and expanded the limits of Chinese territory. Then it too collapsed and the country was once again subject to competing states, known in Chinese literature as the Three Kingdoms period. We close on the period when China was overwhelmed by outside tribal people known as the Five Tribes or *wu bu*.

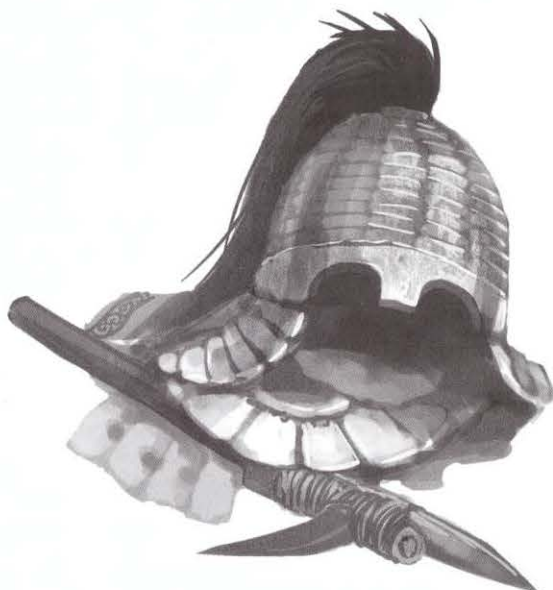
There are a number of different methods of translating the Chinese language into english. In telling this story we will use the *pinyin system* which is the accepted method of the People's Republic of China (PRC). It is now becoming more widely used, especially in electronic media, and has supplanted the outmoded Wade Giles method used in some academic and general works. The accepted Chinese dating system is also used; so BC becomes BCE (Before the Common Era) and AD becomes CE (Common Era).

Finally, this work is dedicated to the Scholar Warriors and guides to the Way: Chungliang Al Huang, Ralph D Sawyer, Mantak Chia, Victor Harris and Lydia Wong.

GAMING THE ART OF WAR

The *Art of War* supplement for Warhammer Ancient Battles is intended as a journey through early Chinese history. Along the way, some new scenarios, rules concepts and gaming ideas will be introduced. Towards the back of the book there are sections on modelling, more general scenarios and a campaign system. A system of ruses and special units is also included as these were a major feature of Chinese and other Far Eastern battle accounts. Where applicable they may also be useful for other cultures that had a recognised written military system such as the Romans and Byzantine civilisations. In this event, they should only be introduced with your fellow gamer's blessing!

John Kersey
May 2006



HOW TO USE THE ARMY LISTS

The army lists in *The Art of War* are used in the same way as the Roman and Barbarian lists in the *Warhammer Ancient Battles* rulebook. Each has its own unique force composition and additional rules.

In addition, any new rules that have been developed since WAB was printed and an errata is available at www.warhammer-historical.com

A Note to Players

Warhammer Ancient Battles supplements pay particular attention to the period of history they cover and use the same points-based system. The values are adjusted to suit the historical context and may be different from one book to another. This is quite deliberate. Whilst it should not make a difference, players who regularly play out-of-period games such as Chariot Wars Sumerians versus Shieldwall Vikings (a difference of a mere 3,000 years or so!) may wish to make their own adjustments to the points values and any period specific special rules to cater for unusual circumstances. This is fine as long as you agree it with your opponent in advance.

What You See Is What You Get

Unless your opponent agrees otherwise, your models must show the options you take. If it's hard to tell what a model comes with (eg, is it a throwing spear or thrusting spear?) then a certain amount of leeway should be allowed. If in doubt, let history be your guide.

Unit Sizes

The minimum size for a unit is five infantry models or five cavalry models. There is no upper limit. One model per unit may be upgraded to a Leader (+5 pts), one model per unit may be upgraded to a Standard Bearer (+5 pts) and one model per unit may be upgraded to a Musician (+5 pts) unless stated otherwise.

Special Units

Some armies will be able to take Special Units. These represent extraordinary options available to Far Eastern generals such as exotic war machines, defensive measures, 'special forces' style troops, etc. For the WAB game system, it also includes the use of fiendish ruses which a general may be able to employ during the battle (or regrettably may not!).

None of the Special Unit choices are battle winners in themselves but with a bit of foresight, cunning and a big, big pinch of luck, they may tip the balance in your favour. On the other hand, they may prove to be a non starter! Let's just say when they work, they work!

The way the system works is that typically for all army lists you have a choice per 1,000 pts of army. If you have a 2,000 point army then you can get two choices for your army.

- 1) For some choices there are limitors on how many you may take per choice per 1,000 pts.
- 2) For some choices there are limitors on how many times you may take that choice in your entire army. 0-1 means you may only have that choice once in your whole army.
- 3) For Allies or Mercenaries, they will either be a unit choice or listed as an army choice. An army choice means you may pick up to 250 pts from that list. As an example, in a 2,000 pt army, you could have up to 500 points from another stated list as Allies or Mercenaries. They would be subject to the Allies and Mercenaries rule as well as any treacherous rules involving Allies and Mercenaries.

Allies

Many armies from the period covered in this book relied to some extent on allied troops. This is depicted by allowing armies to spend a certain percentage of their available points on troops described as Allies. When drawing allies from another list, no characters can be chosen from that list. If certain troop types are restricted, these restrictions also apply when using them as allies. The same goes for compulsory troop types, such as the 2+ units of Horse Archers in the Eastern Steppe Nomad list, in the sense that the first two units chosen as allies must be Horse Archers units.

Allied troops cannot draw on the Leadership of the Army General and cannot use the re-roll benefit of the Army Standard Bearer.

Heavy Chariots

As per WAB rulebook, page 58.

Heavy Chariots cause D3 Strength 4 'Impact Hits' when the chariot charges into combat.

Crossbows used from chariots may only fire once, and pay any appropriate movement penalties.

Chariot Runners and Retinues

Runners that are in skirmish formation may move into gaps between a unit of chariots and still count as being in unit coherency as long as they are within 2" of a chariot model that is itself within 2" of another model in the unit. Chariot runners can use this tactic to charge an enemy that is already engaged by the chariots, by charging into the gaps between chariot models. Chariots can charge through a unit of chariot runners that is in skirmish formation, even if the gaps between the runners are not wide enough to let them through (it's assumed the runners have learned to get out of the way when the chariots charge). They can even do this if the runners are engaged by the enemy; simply push the runners aside until there is a wide enough gap for the chariot to fit through.

Leadership and Warband Psychology

If a unit with Warband Psychology is joined by a character who does not have Warband Psychology, the unit must use either its own Leadership or the character's. It cannot use the character's Leadership and then add the Warband rank bonus.

Combined Formation

Some units may mix troop types together with different weapons and armour combinations. Typically, this occurs with archers in the rear ranks, shooting over the heads of troops in front which may be armed only with double-handed weapons, spears or other weapons.

Units that can do this are indicated in the relevant army list. This is represented as follows:

Missile effects: Archers in combined formations may shoot using the Massed Archery rules on page 23 of the WAB rulebook, as well as any particular special rules that may apply to that unit.

A unit may stand & shoot or fire & flee using massed archery.

All missile hits taken by the unit use the saving throw of the majority of models in the unit, at the time when the saving rolls are made. If numbers of models are equal, the best saving throw is used. Any models that fail their saving throw are removed from the unit in roughly equal proportions – eg, if a unit of 12 Spearmen and 12 Archers takes two casualties

from missile fire, one of each model is removed. If a third casualty were inflicted, the owning player should choose which type of model to remove.

Close Combat effects: Hits on the unit should be taken by whichever models are in contact with enemy attackers, armour saves are taken as appropriate. If the attacker has a choice of attacking differently armoured models, he should declare which he is attacking before rolling any dice.

If models in a unit have more than one close combat weapon type, the player must say which is being used before any To Hit dice are rolled. All models in the unit must select the same weapon. Units may change their weapon type in the next combat round but all must use the same weapon.

Art of War Combined Formation Special Rule

Some troop types in this supplement may create a *Combined Formation* with Crossbowmen.

Crossbows may only fire from the front rank, and may not use volley fire or massed archery when in this formation.

In order for Spearmen or Halberdiers to move to the front rank, the unit would have to perform a reform.

Therefore typically, a formation is most likely to consist of Crossbows in the front rank, and Spearmen in the second and subsequent ranks.

Historically, it's still not proven if the Chinese fought in this formation during the period covered by this supplement, but it has been included to give players choice.

Warrior of Legend

Generals, Heroes and certain characters chosen from the lists are mighty warriors of near legendary prowess. To represent their almost superhuman ability they may re-roll one failed To Hit roll and one failed To Wound roll in each Close Combat phase. In addition, they may re-roll a failed armour save if the wound suffered is their last one remaining (ie, they can re-roll their 'last' armour save).

Steppe Nomads

Special Deployment

Steppe Nomad Archers are allowed to make a free march move after both sides have deployed. Note that they may not use this free move to charge at the enemy, and may not shoot any missile weapons after making the move.

Expert Horsemen

Steppe Nomad Cavalry do not suffer the -1 to hit modifier to their shooting if they moved in the same turn. However, this does not allow them to shoot if they charge or make a march move.

Parthian Shot

Steppe Nomad Cavalry make a normal move immediately after shooting. This is only allowed in the Shooting phase, is not a charge reaction and the unit may not march.

Feigned Flight

If Steppe Nomad cavalry choose to flee or fire & flee as a charge reaction, they rally immediately at the end of their move, and may reform facing in any direction. This means that should the charging enemy encounter them, Steppe Nomad Cavalry are not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

Ruse: Hidden Ambush Force

At the start of deployment, the Steppe Nomad player may pick one unit in his army which is set up in hiding, anywhere

on the table that is out of sight of anywhere in his opponent's deployment zone. Write down where it is on a piece of scrap paper. The unit is deployed at the start of the Steppe Nomad player's first turn.

Levies

All Levies *fear* enemy units they do not outnumber by at least 2:1, reflecting their general lack of motivation. Levies do not *fear* other levies, fleeing troops or skirmishers.

Fearsome

Troops specially noted for their ferocity are labelled *Fearsome* – all enemy units with a base Leadership value of 7 or less *fear* troops who are *Fearsome*. Note that if a character or model with a higher Leadership is leading the unit, they still *fear* them but benefit from using the leader's higher Leadership value when taking the Fear test. The same principles apply to warbands.

Massed Cavalry

Some armies fielded large deep formations to maximise the shock effect of any charge with their sheer mass. Units with this ability:

1. May count a combat rank bonus of up to +2 but only if they charge or counter charge.
2. Massed cavalry lose half their movement allowance if they wheel while marching or charging.

Fast Pass

Some nomad tribes, especially those in the western regions, were influenced by the Persian school of archery. They specialised in a technique where high rates of fire were combined with closing range with the enemy. They tended to use smaller bows, often of the double arched variety. Other nomads used archery for hunting, such as the Xiongnu, so valued long range accuracy. Their bows tended to be bigger and thus more powerful. Units with the *Fast Pass* special rule:

1. May shoot twice per turn if in skirmish formation.
2. The bow is treated as a short bow, that is with a 16" range and Strength 3.
3. They do not benefit from the *Expert Horseman* ability. If they move, any To Hit rolls are at -1. This includes if they also use *Feigned Flight* in the same turn.

(Grateful thanks to Guy Bowers for this idea!)

Eastern Shock Cavalry

This rule covers all cavalry described as *Eastern Shock Cavalry*:

1. Eastern shock cavalry were experienced at charging and withdrawing repeatedly, tactics that could also take the shape of feigned retreats.

To portray this, such units may *Fall Back in Good Order* if they win a round of close combat, but fail to either break the enemy or force it to fall back. The withdrawal must be declared immediately after the enemy has passed its Break test. It is made just like a normal fall back move.

2. To portray their orderly advance and precise charge, Eastern Shock Cavalry may re-roll any To Hit dice that miss when they charge or counter-charge. Note that this applies only when the unit charges or counter-charges and only for that turn.
3. Furthermore, Eastern Shock Cavalry may count their rank bonus up to a maximum of +1.

THE CHINESE ARMOURY

The armies of the Far East used a range of weapons and armour unique to the region. The effects of these are represented by special rules for their use.

Army Musician (jun dui yue shi)

Far Eastern armies used large drums and gongs to signal attacks and retreats, raise the spirits of the troops and to rally them when necessary. Drums were normally used to encourage the advance and gongs the retreat. The Army Musician allows units within 18" to re-roll any rally attempts, Flee dice results and Panic tests.

It can only be used for one turn and is then removed from play – the owning player does not lose Victory points for this. The owning player states at the start of his turn when he will use the Army Musician. The Army Musician may not move or flee once placed and is immune to all leadership tests.

Ruses

May only be used if an Army General character has the option of *Military Strategist* or if a Military Strategist independent character is taken. The player may then take ruses as part of their army list at the costs stated. The points cost of the ruse is allocated against the Special Units allowance, not the Character allowance. They are used in the game sequence as noted and when used, the cost counts against the owning player's Victory points total. If not used during the game, it does not count for Victory points purposes – see page 120.

Volley Firing (infantry crossbowmen)

The crossbow was the trademark Chinese weapon of this period and was used in large numbers. Several accounts allude to it being used in massed ranks. To simulate this, the *Mass Archery* rule applies to crossbows where *Volley Firing* is noted as a special rule. It only applies to a maximum of three ranks, including the front rank.

Last Ditch Weapon

Certain weapons were designed to be less accurate but to break up a charge with shock or sheer firepower. Units with *Last Ditch Weapons* may declare a stand & fire charge reaction even if the charging unit is within half distance of the charged unit. The unit with Last Ditch Weapons may not use any other weapon in close combat except hand weapons after firing.

Weapon: Repeating crossbow (chongfu fashe shi zi gong)

The Chinese developed a crossbow with a feed magazine located on the top for the bolts. The soldier would operate a lever which cocked the crossbow and fed two bolts into the firing grooves – ready to fire. The range of this is 24" and it fires twice per turn with a -1 To Hit roll. It may be used as a Last Ditch Weapon.

Weapon: 'Axe' (yue)

The Chinese used various forms of axe (yue). In earlier times it was probably in the form of a small hand axe. Ceremonial axe forms are known with ornate designs – some are thought to have been used for execution duties having graphic designs showing their intended use! In game terms, the hand axe is used as a hand weapon. Where shown as an axe (+2 pts) on the army list, this refers to the heavy two-handed axe. This is treated as a *Double-Handed Weapon* in the WAB main rules.

Long Handled Weapons

Some Chinese weapons in this period are noted as being 'long handled' or of extended length. For example, certain spears and halberds were as long as 18 feet, causing some commentators to call the spears 'pikes'. They appear to be used mainly to stave off chariots.

Long handled thrusting spears function like pikes in the game. Note that although drilled, it is not thought likely that the Chinese employed phalanx-like formations.

Long handled halberds allow the owning player to strike first in the first round even if charged. Their extreme length would make their use difficult and so they strike last in subsequent rounds.

Weapon: Noble Sword (guizu jian)

Nobles and other notables may have a specially forged sword, usually of extraordinary length and beauty. It confers a +1 Strength bonus on all hits.

Weapon: 'Dagger Axe' (ge) or 'Spear Tipped Halberd' (ji)

The so-called dagger axe is found in different forms in this period. It is however neither a dagger nor an axe. The original form used in archaic times had merely a cross blade and was known as a *ge*. The weapon in the form known as the spear tipped halberd, or *ji*, functions both as a spear for thrusting and also had a hooked end for attacking the opponent in a sideways scything assault or overhead blow.

For the purpose of this supplement, the following rules apply. The dagger axe is used as halberd.

The spear tipped halberd whether used by infantry, cavalry or chariot crew may be used as a thrusting spear or a halberd under the WAB main rules – the owning player nominates this prior to the start of the Close Combat phase. Where used in a unit, all members of the unit must use the same option.

Weapon: Heavy halberd

The Chinese halberd developed into a long polearm with a heavy sword-like blade at the end. It was used on horseback either as a slashing weapon on the charge, or in a *mêlée*, the weapon could be used with a sweeping motion on either side of the horse.

1. Cavalry using a heavy halberd receive a +2 Strength bonus in the turn they charge. If the wielder's Strength is 3 for example, his total Strength will be 5 when he charges. Note that this only applies when the cavalryman charges and counter charges.

2. Infantry using a heavy halberd receive a +2 Strength bonus but the weapon is used as a *Double-Handed Weapon* and the rules for these weapons apply as on page 46 of the main WAB rulebook.

Lamellar Armour

Most armour used for protection would be light armour under the Warhammer Ancient Battles rules. Generals and other notable leaders may however have had increased protection especially towards the later part of the period. This is considered to be lamellar armour which provides the wearer with a 5+ armour save, but counts as light armour for the purposes of movement penalties.

A GUIDE TO TRANSLATION & PRONUNCIATION

The current standard language or putonghua (sometimes called Mandarin in the English speaking world) of modern China is not really a phonetic language as Japanese is. The language has basically five different tones which alter the sound and value of the written word. As some text books use the outdated Wade Giles style, here are some equivalents in the contemporary pinyin system used in this book. A rough guide to their English style pronunciation is included. This is in the standard putonghua Chinese language.

WADE GILES	PINYIN	PRONUNCIATION
Dynasties		
Hsia	Xia	SHE aaa
Shang	Shang	SHA aaaa NG
Chou	Zhou	JOE
Ch'in	Qin	CHIN
Han	Han	HA ahn NN
Warring States		
Chi	Qi	CHEE
Yen	Yan	YA ahn NN
Han	Hann ¹	Ha AHN NN
Chao	Zhao	JA oww
Ch'in	Qin	CHIN
Chu	Chu	CHEW
Wei (Wey)	Wei	WAYY
Tribes/other terms		
Ti	Di	DEE
Ch'iang	Qiang	CHEE ang
Hsiung Nu	Xiongnu	SHEE ong NEWW
Yueh chi	Yuezhi	You EH JEE
Hsien pi	Xianbei	SHE an BAY
Ts'ao Ts'ao	Cao Cao	tsow tsow ²
Wuchia	wuxia	WOO she aaa

¹ Hann is used to differentiate between the state of Hann and the Han Dynasty.

² ts as in caTS.

THE MIDDLE KINGDOM

*With a basty salute
Man parted company with the ape.
Sundry polished stones
He made in his infancy.
Bronze and iron were then
Turned and tossed in flaming furnaces.
How long since, you ask?
A few thousand shifts I figure,
Of summer and winter, or thereabouts.
Occasions for smiles and laughter
Were rare in this world of men.
Battles flared and raged –
Bows bent at one another,
Terrains washed in blood.*

On History – a poem by Mao Zedong, Spring 1964

OVERVIEW

Pre-Shang Dynasty

Chinese creation myths describe in great detail the formation of the world and all its contents by the great god Pangu. Later on, deities and legendary emperors such as Huang Di, Yao and Shun arose to further develop language, medical systems, fortune telling methods, etc.

Archeological research shows the development of early Neolithic cultures in the central Huang He (Yellow River) valley around 10,000 years ago. More recent research shows that the development of cultures was not restricted to this area and took place in other parts. Even from these early times, the idea was developed of a central culture surrounded by rival systems – the Middle Kingdom.

The early Neolithic cultures were based on hunter gatherers using stone implements much as in other parts of the world. Warfare was present even at this early age as depicted on Neolithic cave paintings. Later Neolithic developments led to settlements and agriculture based on millet as a staple crop. The early towns required protection against wild animals and outside enemies and so a system of walls was developed based on *banpo* or 'rammed earth'. These settlements grew in size thanks to the efficiency of the agricultural system and, eventually, a ruling elite arose. This is clear from the evidence of large status buildings in settlements discovered to date.

As society became more stratified so the population and area ruled became greater which in turn led to the first organised armies. Chinese histories outline a Xia dynasty (from 2000 BCE - 1600 BCE) complete with a fully detailed lineage but so far there is little other evidence for this.

The Pre-Shang military system was created around individual or small collections of settlements fighting under a warlord or chieftain. These may have fought on an individual basis with the nobility forming the warrior group. Army sizes were essentially limited from a few hundred to a thousand.

Weapons were based upon bone and dressed stone. They were not however crude; surviving examples in museums are smooth and well balanced with a sharp, straight edge.

These could take several forms. In one, the blade would be affixed to a short wooden haft. It could use the weight of the stone to cause an impact injury as well as a cut or laceration – this became the characteristic Chinese 'dagger axe'. Bows and throwing spears were also used for missile weapons as well as hunting. Arrows at this time would have been stone tipped. Shields would have been primitive, formed from animal hides stretched over a wooden framework.

CHRONOLOGY

8000 BCE	Start of Chinese Neolithic period
5000 BCE	Yangshou culture
4000 BCE	Evidence of agriculture
3500 BCE	Hongshan culture – urban development begins
2500 BCE	Longshan culture
2000 BCE	Xia dynasty period (legendary)
1763 BCE	Battle of Ming Diao (legendary)
1700 BCE	Shang dynasty founded
1300 BCE	Chariot introduced
1027 BCE	Overthrow of Shang Dynasty – Battle of Muye

THE SHANG DYNASTY

The Shang are credited with overthrowing and destroying the Xia dynasty after an apocalyptic battle, and were said to be the first accredited Chinese dynasty (from 1600 BCE - 1050 BCE). The Shang had a developed civilisation and a capital with palaces and temples dedicated to ancestor worship. This area was reserved for the royal family, priests and aristocrats. Outside of it were villages, markets, workshops and cemeteries.

Bronze was already being cast – at this time it was a status metal, only the elite being permitted to have bronze ritual vessels, fittings and, of course, armaments. The Shang used war and sacrifices as a means of social control. They were both linked as warfare was used as a pretext to find captives to use in sacrifices in holy rites. Vast military expeditions were undertaken covering long distances outside of the Shang homeland. These were meant to gather sacrificial victims and also to cower neighbouring tribes. In a similar way, hunting expeditions were used by the elite to practice their martial skills such as archery.

The Shang military organisation was built around the king or other noble leader. They could rely on a household guard to protect their person. Beyond this, the aristocracy was divided amongst various clans sharing a common family name – an early distinction between the 'Chinese' and the outside tribes. The clans would have had warrior groups and an army unit known as the *zhong*. There are various opinions on what this might have been but it appears to have been a significant element in the Shang military system. The clans may have formed the basis of military units. To bulk up the numbers, peasants, slaves and prisoners of war may have been included as required.

Army sizes were now growing into the thousands, or tens of thousands for major expeditions. Later on when the chariot was introduced (from about 1300 BCE), this probably became the basis of the army rather than the clan. Light chariots with two to three occupants appear to have been formed into units supported by an attached infantry unit. These could have been used as transports to the battlefield and archery platforms but it is also possible that they engaged the enemy using infantry as support.

Weapons were now split into different types. The elite would have had access to bronze which was used for blades in axes (yue), dagger axes (ge) and spears (mao). Armour and helmets made from bronze were also coming into use.

Stone weapons were still in use though primarily by the lower social orders as axes and dagger axes. The compound bow was now more prevalent and had arrows with bone or stone arrowheads.

Other missile weapons included thrown spears and javelins.

IN THE BEGINNING...

T'aibao (Great Brilliant), or P'aohsi, of the surname Fêng (wind), superseding Suijên (fire producer), succeeded Heaven as King. His mother, named Huabsü, trod in the footprint of a giant at Thunder Lake, and bore P'aohsi at Ch'êngchi. He had a serpent's body, a man's head, and the virtue of a sage. 'Looking up he contemplated the forms exhibited in the heavens, and looking down he observed the patterns shown on the earth: he observed also around him the ornamental markings of the birds and beasts, and the different suitabilities of the soil. As to what was near he found things for consideration in his own person, and as to the remote in things in general. He first delineated the eight Trigrams in order to show fully the virtues of the gods, and to classify the qualities of the myriads of things. He worked out a system of recording by tablets in lieu of 'knotted cords,' and marriage rites were then first instituted, a pair of skins being given as wedding presents. He made nets to teach men how to snare animals and to fish, and so he was called Fuhsi (hidden victim). He kept beasts for sacrificial purposes in his kitchen, and so he was called P'aohsi (kitchen victims). There being a dragon omen, he enrolled dragons among his officers, and they were styled dragon leaders. He made the thirty-five-stringed lute. Ruling under the influence of the element Wood, he directed his thoughts to the season of spring; thus the Book of Changes says "The god came forth from Orient brightness, and made (the year begin with) the first month of spring." This god was Great Brilliant. His capital was in Ch'ên. In the East he built a fêng monument on Mount T'ai. Having reigned eleven years he died.

Preliminary Chapter to the Records of the Historian – The Journal of the Royal Asiatic Society of England & Wales for 1894

FROM THE BAND TO THE STATE

Early warfare developed along similar lines around the world, China being no different from anywhere else. Restrictions on available resources compared to the size of the local population is seen as the major trigger, and experts on the subject categorise the stages of this development as follows.

At the lowest level were 'bands' or small groups of humans of up to 20 in number. These were limited by the food available in their immediate area and may have been operating as raiders. Later as 'bands' came together, they formed 'tribes' under a leader figure and could have been spread over a wider area – numbering up to 100 individuals or more.

At the next level were 'chiefdoms' with a hierarchy under the chief, with different roles to play within the group. These would have numbered in the hundreds and possibly the thousands. Finally there were states with a political leader, priesthood to deal with spiritual matters and a military hierarchy specialising in warfare to protect the group. These may have comprised several thousand or even millions of individuals.

Efficient administration allowed China to have a population of about 60 million by the time of the Han Dynasty. Eventually China was to evolve beyond this into a mighty empire – one of the early superpowers.

THE OTHER PEOPLES

As the early Chinese cultures developed, they were forced to compete with other minority tribes and peoples in the surrounding areas. Some of these tribes relied on animal husbandry, so an agricultural culture led to competition with regards land use. The early Chinese also developed an identity based on clothing, customs and language which made the outsiders 'different' and hence inferior in their view. Later on, they called themselves the Han people or huaxia. At times they used these peoples as allies to fight others who the Chinese regarded as different and hence 'barbarians' yi or hu. Thus was born the Chinese supreme strategy known as *yi yi zhiyi yi* – using barbarians to fight barbarians.

There were a multitude of separate tribes, groups, peoples, etc, at that time – even today after many centuries of conflict and assimilation there are 56 surviving minority peoples recognised by the Chinese government.

The early Chinese tended to categorise these people into their location or their totems of worship. These were broadly separated into their direction relative to the Middle Kingdom:

Yi or Dong Yi (or eastern barbarians) – located on the eastern seaboard and characterised by dolmen or stone burial structures.

Man or Miao Man – located in the south along the Yangzi river area.

BRONZE TECHNOLOGY

Bronze, an alloy of tin and copper, is thought to have come to China from south-east Asia. The Chinese developed a system of large scale bronze production using piece moulding which was unknown to the rest of the world – at the time other surrounding non-Chinese cultures used a lost wax system.

The Chinese system of bronze working had some clear advantages. Unlike cultures in the rest of the world, they had developed sculpting and abrasion techniques from working on jade – a hard rock. These they could then apply to creating more intricate detail on bronze mouldings. Furthermore, the Chinese also benefited from advanced kiln design used in the production of ceramics during the earlier Longshan period. Using charcoal as a fuel, these kilns could reach working temperatures of over 1200°C.

Bronze working also brought a major change in production processes and the Chinese developed division of labour into various skills – the forerunner of assembly line working, leading to the mass production of certain articles such as weapons.

Di – located in the Ordos area in the north-west. These are thought to have been part of the northern Bronze tradition. They would employ cast axes as well as spears, daggers, etc.

Rong – located in the western and north-western provinces near the Mongolian plateau.

This idea was deeply embedded in Chinese thought right down through the centuries, so much so that when Europeans encroached on the eastern seaboard in the 19th Century they were referred to as Yi.

Within these main groups of barbarians would be identified tribes or peoples. These peoples had a separate culture with different dress, lifestyle and fighting styles. The specialities of the various tribes depended on their favoured terrain and means of farming, hunting, etc. Societies with a hunting tradition, for example the Yi people in the east, tended to favour bows and thrown weapons such as spears. Many of the peoples who herded animals, such as the Qiang, would probably have employed a loose, skirmishing style formation in keeping with their lifestyle. This would contrast with the early Chinese who like most early agricultural civilisations would base their military system on organised infantry formations using *mêlée* weapons not so different from their agricultural tools.

One of the tribes from this time is the Qiang. They were located in the western provinces and were characterised by sheep herding and their worship of 'white stones' or quartz which they placed on their buildings. They still survive to the present day and are famous for their skills in constructing rope bridges and elaborate multi-storey

watchtowers in their fortified villages. The Qiang tribe were known as the 'sheep people' and the Chinese name for them incorporates the Chinese character for sheep.

The tribes had certain areas identified with them such as river valleys, mountain ranges much as they do today. These could have been within the areas surrounding the Shang city states so there was probably not a definite border for the Middle Kingdom at this time. An analogy may be the Native American tribes who co-existed within an American national state border during the 19th Century.

Although the Shang states based on the Huang He valley, known as the Central Plain or *zhongyuan*, were the main regional power, there were probably other separate states developing outside of this area known as *fangguo*. One example uncovered by archaeology is that discovered at Sanxingdui in the present day Sichuan province. These had a very distinctive culture very different to the Shang. Artefacts from this area have been discovered in Shang tombs so there was probably a trade between these far away states. They appeared to have had an elephant cult as many elephant tusks have been found buried in this area. Figures recovered from the tombs have masks or a terrifying appearance, again possibly part of their religion or cult.

A major rival people to the Shang arose in the west in present day Shaanxi province; the Zhou. Initially they appear to have been allies or co-laterals of the Shang, blending their culture with their own. The Shang appear to have let Zhou power develop until events unfolded to their inevitable conclusion and the Zhou were finally able to challenge the Shang.

PREDICTING THE FUTURE

The Chinese have a long tradition of predicting the future. The most famous method from this period was the use of oracle bones. Cracks were induced in animal bones and shells by heated implements, and these were then interpreted by a shaman or recognised forecaster. In the later part of this period, markings were made on animal bones or shells, a question was posed and the result interpreted showed the best way forward. These markings formed the basis of the writing system and can now be read. The type of question varied and could range from the hope of success of a military expedition to the outcome of the consort's toothache!

Certain omens and time periods were also held to be auspicious or fortunate. Some days were avoided as being unlucky and so, if possible, important events such as hunting or military expeditions were postponed if likely to start on these dates.

Later on, more sophisticated systems of future prediction were developed such as the famous I Ching. The study on the conditions that promoted success in a venture may have been the roots of strategy and strategic thinking.

THE FALL OF THE SHANG: THE BATTLE OF MUYE 1027 BCE

"You know not the edict of Heaven. The time has not yet come."

Wu Wang to the assembled lords at Mengjin

The first conflict between the two led to the defeat of the Zhou under their leader, Jili. He was killed and his son Wen Wang ruled afterwards for fifty years. His son Wu Wang (known as the Martial King) inherited a strong state and army. He could also rely on a gifted advisor, Jiang Shang. The Zhou also, at the start of Wu Wang's reign in 1030 BCE, had strong alliances with several neighbouring tribes. The Shang however had declined, histories citing the decadence of the last Shang ruler Zhou Wang with lurid tales of orgies and indulgence. Any opposition or criticism of him was met with brutal torture and arbitrary execution and in this way he alienated his subjects in turn, leading to internal dissent. Many neighbouring tribes also rebelled and costly expeditions were required to tackle threats from northern and eastern tribes. Zhou spies reported on the situation to Wu Wang who then judged the time right to strike. He mounted a probe into present day Henan province using the name of Wen Wang to gain popularity amongst the inhabitants and marched to Mengjin where he was met by 800 lords and their troops who urged him to march on the Shang capital, Zhaoge.

The Shang ruler dismissed the Zhou threat that was developing in the west, being pre-occupied with campaigns in the east against the Dong Yi.

Two years later, two Shang Dukes defected to the Zhou and Wu Wang summoned his forces. These were said to have been 300 chariots, 3,000 guards and 45,000 infantry. Feudal lords and tribal allies would have brought this army up to a total of 4,000 chariots – an immense army for the time. This force set off for Zhaoge in the first month of the year 1027 BCE. The Shang were without any support from any neighbouring tribes, and consequently the Zhao army encountered no serious opposition after crossing the Yellow River. The main Shang force was far away again in the east tackling the eastern barbarians. The Zhou force reached Muye in present day Henan province only a short distance from the Shang capital.

When news of the invasion arrived, Zhou Wang, the Shang ruler, was celebrating victory over the Dong Yi. The main Shang army was still in the east and too far away to intervene. Zhou Wang was forced to take panic measures. The Shang were not short of manpower due to the many prisoners held in the capital. These were amnestied and issued with improvised weapons along with war captives from the eastern campaign. After assembling the standing army of the capital area, Zhou Wang led this scratch force to meet the Zhou at Muye.

The Zhou force was probably vastly outnumbered by the Shang. The Shang army however was mainly a levy army and contained many elements of dubious quality and loyalty. The Zhou may also have had another advantage in that they are thought to have had four-horse heavy chariots by this time.



Wu Wang dressed in armour and holding an axe and white banner drew up the Zhou and their allies on the field of battle. As was customary in those days, he started with an oath making ceremony which was later recorded.

The Zhou commenced the attack with a charge of 4,000 chariots, supported by several hundred valiant warriors led by Jiang Shang. The Shang vanguard was formed up of the convicts and prisoners of war, and being opponents of the Shang it was no surprise that they promptly defected to the Zhou at the start of the battle. The more reliable elements such as the royal guard and Shang standing army were in the rear and now found themselves in a dangerous situation. By midday the Shang army had broken, causing Zhou Wang to flee back to the capital. He is said to have rushed back to the Deer Terrace of Zhaoge (a scene of his most notorious brutality and depravity), changed into his finest clothes and flung himself onto a bonfire.

With his death, the Shang Dynasty had come to an end.

BE AS BRAVE AS THE TIGER: THE OATH OF MUYE

"Brave soldiers! Raise your dagger axes, align your shields, hold your spears straight and listen to this oath. The ancients said, 'The ben should not herald the break of day. A ben that does so foretokens the ruin of the household.' Now King Zhou Wang only listens to the words of a woman. He has abolished ancestral sacrifices, slain his good ministers, caused suffering to the people and violated the dictates of Heaven..."

Be as brave as the tiger and bear, as fierce as the jackel and wolf. Do not kill those who have surrendered; do not recoil from fear! Exert yourselves or else you shall harvest the ruination of your own making!"

EARLY CHINESE

*His banners flying higher,
His battle-axe in his fist,
The Martial King came like fire,
Whom no foe can resist.*

Book of Songs; Poem 304 – Rise of the House of Shang

This army list has been written to help you create an Early Chinese army of the Pre-Shang and Shang period. This marked the transition from stone weapons in the hands of warbands to large scale armies led by nobles using bronze weapons. Later, armies used the chariot as a means of transport on the battlefield. The early Chinese mounted military expeditions in the area surrounding their state, as well as defending their territory from the incursions of neighbouring tribes.

SPECIAL RULES

Auspicious Conditions

The early Chinese were great believers in choosing the right day for a fight. Certain days were considered *qiazi* or inauspicious – if possible, risky undertakings were avoided them. Astrological or numerical conditions could make certain dates auspicious and so preferable for such chancy events as armed conflict.

Roll a D6 at the start of the game.

D6 Result

- 1 **Inauspicious conditions!**
The player automatically fails the first D3 Leadership tests.
- 2-5 **No effect!**
It's just an ordinary day.
- 6 **Auspicious conditions!**
The player automatically passes the first D3 Leadership tests.

Casting the Oracle Bones

The Shang relied heavily on reading marks made by hot implements on animal bones or shells to foretell the outcome of all events, even battles. The pictograms on these bones in fact formed the basis of written Chinese script.

If the player includes a character with this special rule, the player rolls a D6 before setting up any units.

D6 Result

1 **Heaven's displeasure**

The ruler has incurred Heaven's displeasure and his people are fearful. Inconveniently, a lightning flash happens at the same time! Roll a D6 for every unit and character at the start of the player's first turn. On the roll of a 1, that unit or character must make an immediate Panic test, if it fails, the unit or character flees towards the player's table edge.

2 **Snake hides in the grass**

The enemy overlooks a vital move. One unit (other than a skirmisher unit) can make a free 4" move at the start of the game.

3 **An empty vessel**

The oracle reveals some worthless and obscure platitudes relating to the ruler's love life or lifestyle which have absolutely no effect on the battle.

4 **The horns of the water buffalo**

The player is able to outflank the enemy and can deploy any units in the end 12" sections of the table (for those scenarios where it applies, Pitched Battle, for example).

5 **Chariots of fire**

The chariot crews are filled with their ancestral spirits (or some form of spirit anyway!) and are immune from any Psychology tests for one turn. The player states this at the start of the turn.

6 **Heaven's blessing**

The ruler has received Heaven's mandate and his greatness is confirmed. For the first round in the first turn of close combat, the player gets +1 WS on all units engaged in close combat that turn, plus an additional bonus point when deciding the winner of a round of combat.

Off with their heads!

The early Chinese partly viewed warfare as a source of obtaining slaves and victims for human sacrifice. To reflect their aims, if a unit is broken in close combat and the survivors are pursued and overrun or caught, the player gets bonus points equal to their points cost. This is in addition to their normal points cost towards Victory points. The bonus points include the extra cost of Leaders, but not Standards and Musicians.



For example: A unit of 10 troops (7 points each) with Leader, Musician and Standard (total 85 points) fail their Break test after five casualties. The remainder are pursued by the Early Chinese player and overtaken. The total Victory points earned are 85 points for the unit plus 40 bonus points for the leader and five 'prisoners'. In addition, there will 100 points for the unit standard – bringing the total to 225 points.

If possible, bonus points are deducted from the Early Chinese player's lost Victory points.

ARMY LIST OPTIONS

Pre-Shang and Early Shang Dynasty

This list represents an army of the Pre-Shang period (Xia and earlier periods) or Early Shang period prior to the use of chariots around 1300 BCE.

Characters: Up to 25% of the points value of the army may be spent on characters. The army should include at least one army commander to lead it. The army commander will be the character with the highest Leadership value. Characters may not have chariots.

Infantry: At least 50% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

Later Shang Dynasty

This list represents an army of the Later Shang period after the introduction of chariots around 1300 BCE.

Characters: Up to 25% of the points value of the army may be spent on characters. The army should include at least one army commander to lead it. The army commander will be the character with the highest Leadership value.

Chariotry: Up to 50% of the points value of the army.

Infantry: At least 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

CHARACTERS

ARMY COMMANDER – KING (wang)

	M	WS	BS	S	T	W	I	A	LD	Pts
King (wang)	4	5	5	4	3	3	6	3	9	140

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), dagger axe (+2 pts) and light armour (+3 pts). May ride in a two-horse light chariot bought at an additional cost from the list below.

Special Rules: *Army General. Casting the Oracle Bones.*

ARMY COMMANDER – DUKE (gong)

	M	WS	BS	S	T	W	I	A	LD	Pts
Duke (gong)	4	5	5	4	3	2	5	2	9	128

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), dagger axe (+2 pts) and light armour (+3 pts). May ride in a two-horse light chariot bought at an additional cost from the list below.

Special Rules: *Army General. Casting the Oracle Bones.*

0-1 ARMY STANDARD BEARER (qi canren deren)

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), thrusting spear (+2 pts) and light armour (+2 pts). May ride in a two-horse light chariot bought at an additional cost from the list below.

Special Rule: *Army Standard Bearer.*

NOBLES (guizu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	4	5	5	4	4	1	5	2	8	50

Equipment: Armed with a hand weapon and bow.

Options: May have a shield (+2 pts), axe (+2 pts) or thrusting spear (+2 pts) and light armour (+2 pts). May ride in a two-horse light chariot bought at an additional cost from the list below.

CHARIOTRY

CHARIOTS (xiao zhanche)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Chariot	8	4	4	3	4	1	4	2	8	45

Equipment: One crewman armed with a hand weapon, bow and light armour riding in a two-horse light chariot with unarmed driver.

Special Rule: *Light Chariots.*

CHARIOT RETINUE (zhanche huweizhe)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chariot Retinue	5	4	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and shield or dagger axe.

Options: May have light armour (+2 pts). May have thrusting spear instead of dagger axe.

Special Rules: *Light Infantry. Chariot Runners.* Up to one unit of 10 models per chariot fielded. Initially deploy within 6" of chariot model.

INFANTRY

0-1 ROYAL GUARD (lu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Royal Guard	4	4	3	3	3	1	4	1	8	9

Equipment: Armed with a hand weapon, shield and axe.

Options: May have light armour (+2 pts). May have bow (+2 pts). May have thrusting spear instead of axe.

Special Rules: *Royal Guard.* May only be fielded if King is Army Commander.

**CLAN WARRIORS (zhong)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Clan Warriors	4	4	3	3	3	1	4	1	7	7

Equipment: Armed with a hand weapon and shield.

Options: May have light armour (+2 pts). May have bow or dagger axe instead of shield (+1 pt).

IMPRESSED PEASANTS (qiang zhide nongmin)

	M	WS	BS	S	T	W	I	A	LD	Pts
Peasants	4	2	2	3	3	1	3	1	5	3

Equipment: Armed with a hand weapon or farm implements.

Options: May have dagger axe (+3 pts).

Special Rules: *Light Infantry. Peasants.* May only declare a charge if they have a leader or character in the unit. Fear all other enemy troops except other peasants until an enemy unit is broken in close combat.

SPECIAL UNITS**0-1 ELEPHANT (xiang)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Elephant	6	4	0	6	5	5	3	4	4	140
Driver	4	2	2	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and up to two crew armed with javelins or bows (+2 pts) per crewman.

Options: Crew may have light armour (+2 pts).

Special Rule: *Elephants.*

Designer's note: Although elephants were present in Shang and Pre-Shang period China, there is no definite evidence they were used for warfare. Interestingly however, the Chinese chess game of *Xiang Qi* does have an elephant piece as part of the set-up. This option is offered mainly for the pleasure of speculating 'what if'.

BARBARIAN ALLIES (yemende mengguo)

	M	WS	BS	S	T	W	I	A	LD	Pts
Foot Barbarians	5	2	3	3	3	1	4	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points cost.

Special Rule: *Skirmishers.*

SPECIAL CHARACTERS**FUHAO: Warrior Consort**

	M	WS	BS	S	T	W	I	A	LD	Pts
Fuhao	4	5	5	4	3	2	6	2	9	185

Equipment: Armed with a hand weapon, bow and light armour. May ride in a two-horse light chariot bought at an additional cost from the list above.

Special Rules: *Army General. Casting the Oracle Bones. Fearsome. Warrior of Legend.*

The grave of Fuhao was discovered in 1976 at the Royal tombs in Anyang. She was undoubtedly a powerful and wealthy person from the human sacrifices and possessions found in her shaft grave. These included more than 700 pieces of jade, 400 bronzes, 6,000-7,000 cowrie shells (used as money), 16 humans and six dogs. In addition, there were more than 90 dagger axes and dozens of arrow heads which are associated with martial burials. Her name is known from oracle bone inscriptions and the pictogram found on the tomb. The oracle bones outline some of her military expeditions against the surrounding native tribes. These are named as the Tu in the north, the He of the south-west, the Yi of the south-east and the Qiang in the north-west. One inscription refers to her leading a force of about 13,000 against the Qiang.

ARMY OPTIONS -**THE ARMY OF SANXINGDUI**

The ruins of the early city state or *fangguo* of Sanxingdui were discovered near Chengdu in modern Sichuan province. From discovered grave goods, there appears to have been some contact and trade between the Shang state and the Sanxingdui. Both appear to have had very different cultures. Some key features of the Sanxingdui city state include an elephant cult and use of ritual masks. It is not certain that either of these were used in warfare, however they provide an opportunity to create an Early Chinese warfare army very different to a Shang one.

The composition percentages are as follows, along with the following special rules:

Characters: Up to 25% of the points value of the army may be spent on characters. The army should include one army commander to lead it. They may not use chariots but may be mounted on Elephants instead. The points for elephant mounts are taken from the Chariots section.

May have an option to take *Frightening Masks* (+20 pts) which makes the character cause fear.

Chariots: Up to 50% of the points value of the army. May not take chariots but can take Elephants for characters instead. Chariot Retinue becomes Elephant Retinue and the Chariot Runner rules apply to Elephants instead.

Infantry: At least 25% of the points value of the army as with the Early Chinese list.

Special Units: Up to 25% of the points value of the army. May have only one selected option per 1,000 points like the Early Chinese list but may have up to 1 Elephant per 1,000 points.

May not take Fuhao as a special character.

EARLY EASTERN TRIBES

“When Heaven gave birth to men, originally there was no distinction of ‘barbarian’ and ‘Han’ (Chinese). But their territory is distant, wild and desert-like and they must rely on archery and hunting to live. Thus they are constantly practising fighting and warfare.”

*Book 2 – Questions and Replies
between Tang Taizong and Li Weigong*

This army list has been written to help you create an Early Eastern Tribes army, representing the minority peoples which surrounded the Chinese state at the time of the Shang. The peoples had their own distinctive cultures which reflected their choice of weapons, tactics, etc. For the most part these were primitive in comparison to the Chinese but fighting on home territory they managed to survive. They were ruled by nature and their beliefs and superstitions. Early tribes or ‘barbarians’ as the Chinese viewed them, mainly fought on foot but chariots were probably also employed by the northern tribes.

SPECIAL RULES

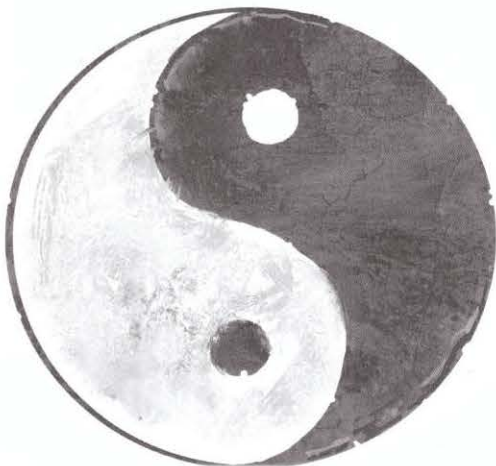
Army General – Hidden Ambush Force

If the Early Eastern Tribes player has an Army General, he may take a Leadership test. If this succeeds, he may play the *Hidden Ambush Force* rule.

At the start of deployment, the Early Eastern Tribes player may pick one unit in his army which is set up in hiding, anywhere on the table that is out of sight of anywhere in his opponent’s deployment zone. Write down where it is on a piece of scrap paper. The unit is deployed at the start of the Early Eastern Tribes player’s first turn.

Totems

Some tribes may have a Totem instead of a Totem Bearer. This was a fixed object such as a stone dolman or spirit stone – the Qiang tribe even today worship the spirit of white quartz stones. It functions like an Army Standard Bearer but cannot move or be destroyed. The owning player deploys this outside of the enemy’s deployment area at the start of the game. This can be on a 50mm x 50mm square or round base.



The Spirit of the Shaman

The shaman was the focus of early superstitious belief in the Far East. Many of the ideas from the Siberian shamanic tradition became absorbed in later Chinese beliefs and martial arts practices. The shaman acted as a bridge between the real world and the spirit world, and could evoke different totems or power animals. These may have inspired the later Chinese practice of animal exercises or animal styles of martial arts.

The shaman could be a very intimidating character wearing strange garb, banging a drum and uttering chilling sounds.

Special Rule: The Shaman causes *fear* in the enemy.

The following effects apply if the Shaman is with the unit. Roll a D6 at the start of the game after characters have been placed:

D6 Result

1 Spirit of the Snake

The Shaman begins to babble and froth at the mouth, confusing the unit he is with! The unit does not move in the first turn and cannot move until it passes a Leadership test at the start of subsequent turns.

2 Spirit of the Bear

The Shaman shakes a rattle and starts a low chant. The unit may not march move but may re-roll missed To Wound rolls.

3 Spirit of the Deer

The Shaman stares wildly at the group. The unit, if a formed unit, may now make a free 4" move forward at the start of the game in scenarios where this is allowed.

4 Spirit of the Wolf

The Shaman starts a wild repetitive chant that the group joins in with. The unit becomes subject to *Frenzy*.

5 Spirit of the Eagle

The Shaman does a dance imitating an eagle which the group copies. The unit may now *Fall Back in Good Order* even if outnumbered by the opposing unit.

6 Spirit of the Buffalo

The Shaman bangs a drum and growls. The unit becomes *Stubborn*.

Shamanic Challenge

Before characters are deployed, a player with a Tribal Shaman may offer a challenge to the opposing player if they also have a Shaman, Priest or similar religious style character. The rivals are placed in the middle of the board before the game starts. They now face off in a Shamanic challenge. Each must roll equal to or less than their Initiative characteristic (I) to survive. If either or both fail the roll, they are retired from the game and the Victory points for the character are lost. They carry on rolling until one or both retires.



ARMY LIST OPTIONS

Characters: Up to 33% of the points value of the army may be spent on characters. The army should include at least one character to lead it.

Tribal Warriors: At least 33% of the points value of the army.

Infantry: Up to 50% of the points value of the army.

CHARACTERS

0-1 WARLORD (junfa)

	M	WS	BS	S	T	W	I	A	LD	Pts
Warlord	5	6	6	4	4	3	6	3	7	140

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), axe (+2 pts), or dagger axe (+2 pts) and light armour (+3 pts).

Special Rules: *Army General*. Subject to the Psychology of the group they join.

TOTEM BEARER (dudengxingxiang)

	M	WS	BS	S	T	W	I	A	LD	Pts
Totem Bearer	5	4	4	4	3	2	4	2	5	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts) and light armour (+3 pts).

Special Rules: *Army Standard Bearer*. Subject to the Psychology of the group they join.

0-1 TRIBAL SHAMAN (buluo huanjiao)

	M	WS	BS	S	T	W	I	A	LD	Pts
Shaman	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with an improvised weapon.

Options: May have a buckler (+1 pt).

Special Rules: *Spirit of the Shaman*. Subject to the Psychology of the group they join.

CHIEFTAINS (shouling)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftain	5	5	5	4	4	2	5	3	6	70

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), axe (+2 pts), or dagger axe (+2 pts) and light armour (+3 pts).

Special Rule: Subject to the Psychology of the group they join.

TRIBAL WARRIORS

TRIBAL WARRIORS (buluo zhanshi)

	M	WS	BS	S	T	W	I	A	LD	Pts
Tribal Warriors	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with shields and hand weapons.

Options: May have light armour (+3 pts), thrusting or throwing spears (+2 pts) and javelins (+2 pts).

Special Rule: *Warband*.

INFANTRY

TRIBAL SKIRMISHERS (buluo chongdu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	3

Equipment: Armed with javelins and improvised weapons.

Options: May have bucklers or shields (+1 pt).

Special Rule: *Skirmishers*.

TRIBAL ARCHERS (buluo gongjianshu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Archers	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with a short bow and improvised weapons.

Options: May have compound bow instead of short bow (+2 pts), light armour (+3 pts).

Special Rule: *Skirmishers*.

TRIBESPEOPLE (buluo minzhong)

	M	WS	BS	S	T	W	I	A	LD	Pts
Tribespeople	4	1	2	3	3	1	3	1	5	3

Equipment: Armed with improvised weapons and rocks (range 4", Strength 3).

Designer's Note: In situations where they needed to defend their homes or flocks, tribespeople would have fought as well.





TRIBAL VARIANTS

The early eastern tribes were very different in character with their fighting style influenced by their way of life, terrain and culture. The favoured terrain of each tribe is shown below and they may use it for their half of the board or their deployment area in some scenarios with the agreement of their opponent. Use the appropriate Terrain Generator from this supplement. The player may modify the basic tribe by adopting one of the four main tribal groups:

The Tribes of the East (dong yi)

Favoured terrain: Temperate.

- Tribal Warriors are armed with thrusting spears and can be made Stubborn (+3 pts).
- Their Totem is a stone dolman (+15 pts) instead of a Totem Bearer.

The Tribes of the South (man yi)

Favoured terrain: Tropical.

- Tribal Warriors are skirmishers armed with throwing spears.
- Tribal Archers may have poisoned arrows which cause an automatic wound if they roll a 6 To Hit, armour saves allowed (+1 pt).
- May not take light armour.

The Tribes of the West (rong yi)

Favoured terrain: Mountains.

- Tribal Warriors are armed with throwing spears and are treated like Light Infantry and are not subject to the Warband rules.
- Their Totem is a spirit stone (+15 pts) instead of a Totem Bearer.

The Tribes of the North (di yi)

Favoured terrain: Steppes.

- Tribal Warriors are armed with thrusting spears. May take dagger axes (+1 pt).
- May take chariots for Characters and one chariot squadron of three Light Chariot models per 1,000 pts.

CHARIOTS (zhanche)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Chariot	8	4	4	3	4	1	4	2	6	34

Equipment: Warrior armed with a hand weapon riding in a two-horse light chariot with driver.

Options: Warrior may have shield (+4 pts), axe (+2 pts) and light armour (+3 pts each),

Special Rule: *Light Chariots.*

SCENARIO – TRIBAL SURVIVAL

THE STORY SO FAR...

As Chinese civilisation developed through the Xia and Shang dynasties, various tribes competed for control of the rich Yellow River plains. Some of these perished in the struggle, some retreated but lasted into later dynasties, only later to perish, and some even survive to this day. They form part of the 56 recognised minority nations.

This scenario simulates that initial struggle for survival. Up to four players (or possibly more) with a few lovingly painted miniatures have a chance to experience the challenges of tribal leadership in the Stone Age!

Armies – Early Eastern Tribes

The player chooses a tribal force from the appropriate list of up to 600 points. This force consists of:

- One Warlord
- One Shaman
- Two Chieftains
- 15 Tribespeople per settlement.

The remainder of the points are allocated to one unit of Tribal Warriors and one unit of Tribal Skirmishers.

Armies – Shang or Zhou

The player chooses a force from the appropriate list of up to 600 points. This force consists of:

- 1 Warlord
- 0-4 Nobles
- 15 Impressed Peasants per settlement.

The remainder of the points are allocated to one unit of Clan Warriors and one unit of Barbarian allies.

THE BATTLEFIELD

Each player has a settlement which consists of a triangular section with each side being a maximum of 12" long.

The settlement can have two buildings, huts, yurts or tents as appropriate to the force's culture.

In addition, they can have a Totem Pole which acts as an Army Standard (but obviously does not move!).

Up to four players can play on a 4'x4' board by each player being allocated a corner. On a larger board, say a 6'x4' board, up to six players can be fitted in by allocating a corner each to four players and the midpoint of the long sides for the others.

At the start of the game, each player starts with a food token in their settlement.

After the settlements have been placed, the scenery can be set up in a mutually agreed manner.

One suggestion would be to keep the terrain open and provide D3 areas of hilly, difficult terrain. These can then be scattered from the mid point of the board by use of a Scatter dice and placing the terrain piece 3D6" along the indicated direction.

An alternative could be to divide the board into equal areas for each tribe and provide terrain appropriate to that tribe. The Yue, for example, would have a Jungle environment in their 2'x2' section of a 4'x4' board.



DEPLOYMENT

The players determine the order of play by drawing cards, rolling a D6, etc. Once they have done so, the first player then deploys their forces in a 12" square around their corner or section. The other players then follow in sequence.

A number of herds (food sources) are scattered around the board. There is always one less than the number of players to promote competition! These can be represented by herds of appropriate animals such as sheep, goats, cattle, etc, on round bases. For more settled cultures, they can represent the harvest being gathered in on pack animals such as water buffaloes, yaks and horses. They can be scattered from the mid point of the board, again by use of a Scatter dice and placing the food source 2D6" along the indicated direction.

WHO GOES FIRST

The player who won the opening draw.

LENGTH OF GAME

Six turns.

VICTORY CONDITIONS

At the end of the game, the players determine victory by the number of herds or food sources they hold. A player controls a herd or food source by keeping it secure in their settlement or by being the only player in base contact with it at the end of the game.

SPECIAL RULES

Gaining Herds

To gain a herd, a player has to have a character or unit in base contact at the end of their turn. The herd is then under their control in their following turn and can move in their chosen direction towards their settlement. Herds are moved 2D6" each turn. If a unit or character with a herd enters into combat, the herd remains under their control unless they have to flee. In this event, the herd stays where it is and comes under the control of another player. Once a herd is taken to the player's settlement, the character or unit can be returned to play.

Settlement Raid

If only one player has characters or units within a settlement at the end of play, that settlement becomes their property.

Tribal Totem

The Totem within the settlement acts as an Army Standard, allowing the owning player to re-roll any Break tests within 12" of the Totem.

PLAYING THE SCENARIO AS A MINI CAMPAIGN

The scenario can be extended into a mini campaign by playing a series of scenarios. In order for a player's tribe or force to survive to the next game, they need to have a settlement and a food source. That food source is used up but any extra can be held in the settlement.

The surviving players then receive 15 Peasants for each settlement. Losses from combat in the previous game are replaced as follows:

Replace the Warlord from any surviving Chieftains

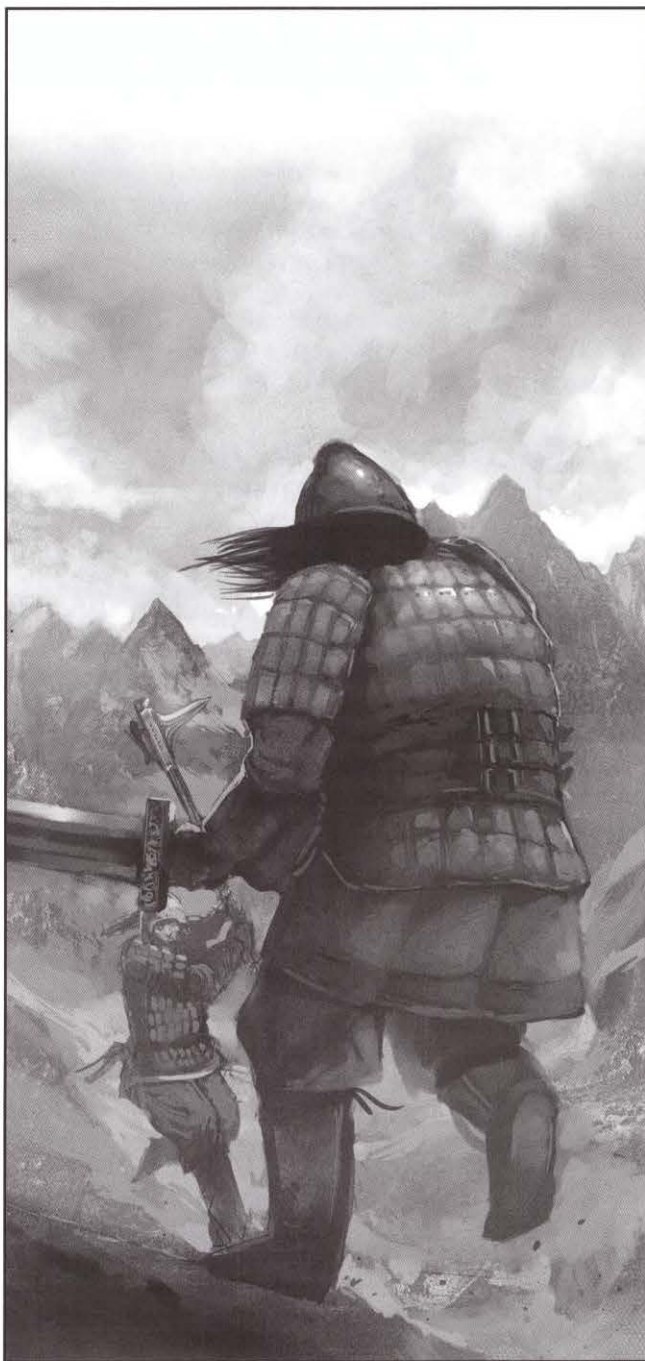
Replace 1 Chieftain/Noble from any surviving Warriors

Replace any Warriors from any surviving Skirmishers

Replace any Skirmishers from any surviving Peasants

Replace a Shaman by rolling D6 for each Peasant used, on a roll of 5 or 6 the Shaman is replaced.

The order of player is determined again and the herds (one less than the total number of players) are scattered as before. The terrain remains the same as before.



THE ART OF WAR

'In ancient times, one who was good at warcraft attained victories that were easily attainable. Therefore, the victory brought him neither fame for wisdom nor merit for courage. Each victory was certain, for it was gained by defeating an enemy who had already lost. Thus a victorious army gains victory before seeking engagement whereas a doomed army seeks victory during the engagement.'

The Art of War (Sunzi Bingfa) Chapter 4

THE RISE OF THE WESTERN ZHOU

The overthrow of the Shang Dynasty after the Battle of Muye left the Zhou people in control of the central states. Shang conquests had expanded this to a vast area, and although the Shang had been decisively beaten, their followers were still strong enough to cause rebellions in four regions. Zhou armies were sent against these but in the end a political solution was needed, leading to the founding of the Shang successor state of Song. As a way of exerting control, a central royalty was set up backed by a feudal hierarchy of dukes and nobles ruling smaller areas – the noble house system. The Zhou ruled through a dynasty of hereditary kings with the feudal nobility owing allegiance to these kings. This system was similar to feudalism and was known as *fengjian zhidu*. The nobles maintained private armies to help keep internal order and defend the state from external enemies, mainly the 'barbarian' peoples of the north such as the Quanrong.

MILITARY DEVELOPMENTS IN THE PERIOD

The nobles were expected to provide military service and formed the mainstay of the Eastern Zhou army. The feudal system allowed a standing army to be maintained to deal with any crisis such as 'barbarian' incursions. The army was organised around the chariot, and armies were rated according to the number of chariots they could field. Infantry was assigned to support the chariot force with forces allocated to the rear of the chariot and two companies to the flank. The nobles followed the philosophy of the time which insisted on certain codes of conduct called *li*. This extended to the battlefield where rite and ritual was expected to be followed before and during the battle itself. This has been compared to the Western concept of chivalry but really had more to do with the maintenance of social order through 'right' conduct.



Bronze technology was becoming more prevalent and was increasingly used for weapons. Polearms such as the 'dagger axe' and spear continued to be the preferred infantry weapon. The sword, adopted from the 'barbarians' to the north, grew in length to become the main sidearm of the nobility. Forged from bronze, these often featured intricate inlaid patterning and a notable ring style hilt. Daggers and small swords continued to be used as sidearms for infantry and support arms. The widespread use of chariots also encouraged the development of 'long handled polearms' for infantry to effectively deal with them. This included a long handled weapon known as a *xu* with a polyhedral head to attack chariot crew, especially those wearing armour. Bronze was also widely used for helmets. Body armour could also be of bronze or more usually leather or rhino hides. As more bronze edged weapons were used on the battlefields, infantry started to use bronze facings on shields to counter these.

The Zhou were noted for their use of four-horse chariots although two-horse chariots were probably still quite prevalent in the early Zhou army. The army itself would often be arranged in the Three Armies formation with a centre force and upper and lower forces deployed on the flanks.

CHINA BECOMES THE MIDDLE KINGDOM

Although far from a unified state, China was starting to take the road from a collection of 'statelets' to a kingdom. The word for China, 'Zhongguo' is often translated as meaning 'the Middle Kingdom' but more accurately means 'central states'. Each of the statelets of the Zhou kingdom had their own money, laws, customs, culture, etc. A king may have ruled over them but it was not yet a unified country with a common culture. That was to come much later with the First Emperor, the grand unifier and whose dynasty – the Qin – was to give China its name.

Cities were now increasing in size and being enclosed within sizeable defensible walls. This led to the development of siege techniques and military engineering methods to counter them. Mounted nomad tribes then began to raid along China's northern and western borders, which prompted expeditions by the Zhou to combat them.

A reasonable sized army at this time was up to about 30,000 men with several hundred chariots. Later, tradition held that a ruler may field six armies and a Duke three armies. The size of army fielded appears to be in proportion to the rank and importance of the leader.

CHRONOLOGY

- 1027 BCE** Zhou overthrows the Shang Dynasty.
- 984 BCE** Uprising against Zhou Mu.
- 841 BCE** Popular uprising against the Zhou.
- 788 BCE** Zhou forces defeated by western tribesmen.
- 771 BCE** Zhou kings flee Changan and transfers capital to Louyi.
- 771 BCE** Start of the Spring and Autumn period (Eastern Zhou).
- 689 BCE** Kingdom of Chu establishes a capital near Jiangling.
- 684 BCE** Battle of Changshao: Qi vs Lu.
- 656 BCE** Hegemon Huan leads forces against Chu.
- 638 BCE** Battle of Hung River: Chu vs Song (The Duke of Song's 'masterpiece!').
- 632 BCE** Battle of Chengpu: Chu vs Jin.
- 597 BCE** Battle of Bi: Chu vs Jin.
- 575 BCE** Battle of Yenling: Qin vs Chu.
- 473 BCE** Yue annexes Wu.
- 461 BCE** Qin conquers the Dali Rong peoples.

Note: The overthrow of the Shang is thought to have been in 1045 BCE but 1027 BCE is the date according to historical records.

THE MANDATE OF HEAVEN

Chinese rulers, although all powerful, needed 'The Mandate of Heaven' to rule. This came from popular support and the rule of law. Previous dynasties or rulers were often discredited by pointing to their immoral or unlawful behaviour. Their overthrow and defeat was as a result of them losing Heaven's favour which naturally the new regime had inherited! Lurid tales were often told of the depraved and terrible lifestyle of the deposed ruler which made them seem unworthy of rule.

diplomatic bargaining between the rulers. If this led to disputes, they were settled on the battlefield. It was only a question of time before a major revolt would lead to the collapse of the central authority.

EVENTS LEADING TO THE COLLAPSE OF THE WESTERN ZHOU: THE BATTLE OF HOIJING 771 BCE

King You (enthroned 781 BCE) became so enamoured with his beautiful concubine Bao Si, that he became distracted from affairs of state. As he spent more time dallying with her in the Jade Terrace, domestic conflicts within his family inevitably arose. At this time, concubines were tolerated as long as they formally presented themselves to the royal wife. This Bao Si refused to do. So after an incident where Crown Prince Yijiu disrespected Bao Si, the Prince was banished and reduced to being a commoner.

King You would go to great lengths to amuse Bao Si and among these was the summoning of forces to the capital as a prank! This was done by lighting twenty warning beacons on Mount Lishan. As the forces assembled it provoked shrieks of laughter from the concubine and doubtless resentment from the chieftains. The warning beacons were lit for real when the rebels under Duke Shen enlisted the aid of a Quanrong force of 15,000 and marched on the capital. The Quanrong advanced in three columns under their tribal leader; the right wing commanded by Boding, the left by Manyesu as overall commander and a chieftain leading the centre. The Zhou army under Ji Gongyi left the capital to confront them but were defeated with the leader being killed by Manyesu. The Zhou lit the beacons but this time no forces came to their aid. As an act of desperation, General Guo Shifu was ordered to attack the Quanrong camp with 100 chariots. This force fled after being surrounded and their leader killed. The rebels, with their Quanrong allies, now burst into the capital. The king attempted to escape with Bao Si and their son Bofu. Trapped by a band under Manyesu they were rescued by a small Zhou force led by Duke Zheng who then killed Manyesu in a duel. This routed the nomad band. Instead of trying to escape, the King went again to Mount Lishan to light the beacons to get help. This drew more nomads and a desperate escape through the palace ensued. Their rescuer, Duke Zheng fighting valiantly with his lance, killed a Quanrong leader called Gulichi and dispersed his warband. The Quanrong surrounded the Duke and shot arrows at him from all directions, ultimately felling him. King You was captured by Boding's army and killed with his son. Bao Si hanged herself rather than suffer the fate of becoming the Quanrong chief's concubine.

As a postscript, the rebels, having enlisted the aid of the Quanrong, could not get them to go easily! The nomads ransacked the capital and caused widespread death and destruction. Duke Shen had to mobilise forces from Jin, Qin, Wei and Zheng to finally drive them off. The capital, having been extensively damaged, was moved to another location, Louyi. This marked the end of the Western Zhou period.

The feudal system suffered a major problem, it only controlled the country as long as there was strong central control. Any dynastic succession dispute would lead to instability, competition and conflict between the nobility. Allied to this there was still not yet a sense of a single nation. Each statelet tended to view itself as independent but sharing a broadly similar culture with its neighbour. The state borders and cities were fluid and subject to

SECRETS OF THE STRATEGIST: 'A SMILE LOSES THE KINGDOM'

Another common theme throughout Chinese history is of a ruler brought down by his infatuation with a desirable woman. Rival states would use an intoxicating female, whether a princess or a dancing girl, to distract deadly competitors. The Chinese also employed this tactic many times against 'barbarian' enemies. Beautiful princesses would be offered to fierce leaders so they would expend their energy in dalliances or to create friction in their households with jealous wives.

King You's affair with Bao Si prompted a series of Chinese idioms such as 'A smile loses the kingdom' or 'A single smile costs one thousand pieces of gold'. This refers to the bounty paid to whoever could think of a way to amuse Bao Si.

Later on, clever strategists would develop a ruse known as the 'beauty trap', which involved deliberately targeting a weak man with a beauty – leading inevitably to his downfall!

THE EASTERN ZHOU PERIOD (SPRING & AUTUMN PERIOD)

The transfer of the capital to the east by King Ping ushered in a new period called the Eastern Zhou or Spring & Autumn period after the chronicles of the same name of the state of Lu. Any pretence of central authority had now vanished and the states acted independently, relying on their statecraft, diplomacy and, if needs be armies to resist conquest.

The succession of the Zhou kings was becoming increasingly irrelevant until by the 5th Century BCE, the major rulers were acting without any reference to the central court. The role of the king diminished to that of a mere figurehead. The area under his control extended not much further than the territory around the capital. Outside of this, the powerful nobles ruled a selection of statelets of varying sizes, ranging from a fortified town and environs to large countries. This amounted to about 170 significant states. The nobles assumed a number of titles: from duke (gong) to baron (nan). None as yet dared call themselves king (wang) – that would come in time.

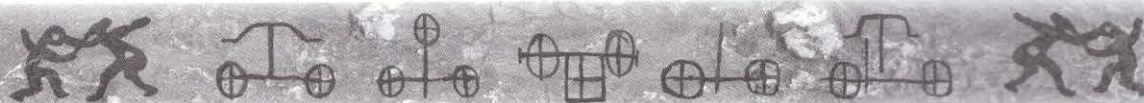
The states were being whittled away as continuous combat reduced the many hundreds of statelets to 17 major territories towards the end of the period. The states were becoming larger and more efficient with bigger settlements, improved agricultural methods and effective administration. In the absence of any central authority, any disputes would have been settled by force of arms. This led to stronger states conquering and annexing the weaker ones. Statecraft developed as smaller states looked to defensive alliances to hold powerful neighbours in check. In time, a supreme overlord or hegemon (ba) would emerge to unite the states in a common goal. This could be to resist 'barbarian' invaders or to counter an aggressive Chinese state. The Zhou king was still recognised as nominal leader but the hegemon held the real power.

THE HEGEMONS EMERGE

Some historical examples show how this system worked between the royal court and overlords.

In the state of Wei, Zhou Xu became duke by killing his brother. In 719 BCE, to distract attention and dissent away from his plotting, he launched an attack against the state of Zheng. Fearing that the large and powerful state of Qi would come to their aid, he formed an alliance with the states of Song and Lu and the smaller states of Chen and Cai. He obtained the help of Lu by bribing their military commander and got Song's help by offering to capture a rival claimant, called Feng, to the dukedom of Song who was sheltering in Zheng. The allied army is said to have had 1,300 chariots with which they advanced right up to the gates of the capital city of Zheng. Faced with this powerful alliance, the Duke of Zheng resorted to a segmentation strategy to divide the alliance against him. He transferred the Song claimant to another city which drew off the Song army in pursuit. The rest of the allies then took a back seat when the Zheng army came out to meet the enemy army. In the resulting battle, the Zheng army feigned retreat but under cover of combat managed to harvest crops outside the city. The Wei party retreated, feeling they had achieved a victory but on their return, the Duke of Wei and his minister were arrested and executed as plotters.

The Duke of Zheng then planned his revenge against the allies. With a change of regime in Wei, it was considered that Song was the ally most in need of a good lesson! To do this Song had to be isolated from the alliance. Chen at first refused to see the envoy from Zheng but after raiders were sent into Chen disguised as hunters, they were intimidated into an alliance. At this stage in history, states still needed a pretext to justify an attack and the approval of the Zhou court was the best way of doing this. To get this, the Duke of Zheng resorted to subterfuge to make it appear that the Zhou court supported their action. This was far from the case because the Zhou King was still angry with Zheng over a previous harvest raid.



With 200 chariots from Lu and 300 from Qi, the Zheng alliance defeated Song at the first clash of arms. The Duke of Song, concerned about the alliance against him, hesitated, unsure as to his next move. His minister Kong Jia came to his aid and suggested they get Wei and Cai to attack Zheng whilst it was busy attacking Song. Kong Jia, with the help of a generous bribe of silk, took troops from Wei and raided the Zheng homeland. The Duke of Zheng was forced to abandon the campaign in Song after only capturing two cities and rushed to the aid of his state. He then learned on the way that the raiding force was bogged down trying to capture the city of Dai on its return to Wei. Duke Zheng, whilst pretending to come to the aid of Dai, seized the city and soon the flags of Zheng were flying from its walls. Kong Jia was enraged and gave battle outside of the city. In their fury, the Wei and Song forces charged six times at the Zheng force but to no avail. The Duke of Zheng had meanwhile sent a small force to attack the allies in the rear. When these were in position, he launched an attack from both directions that routed Kong Jia's force. Thus the Duke of Zheng gained two cities from Song, grabbed the city of Dai and defeated the armies of Song, Wei and Cai for a small loss of manpower.

Duke Huan of Qi in the summer of 681 BCE organised an alliance of the other states under the authority of the King of Zhou. Of all the states invited, only Song, Chen, Cai and Zhu sent representatives. He then proposed sending expeditions against Lu, Wei, Zheng and Cao to bring them back into the fold. The Duke of Song was not in favour of this and abstained. Duke Huan was furious and moved against Song, stopping only when his minister Guan Yiwu argued that it was better to punish Lu first and they resolved to do this by seizing the small vassal state of Lu, Sui. The plan worked and Sui was swiftly taken. Lu offered to submit to Duke Huan at a formal ceremony. During the course of this, a Lu courtier grabbed Duke Huan and threatened him with a sword until he promised to return land seized from Lu. This the Duke did and kept his word. The recalcitrant states now saw Duke Huan as a man of honour. Wei and Cao sent envoys to him seeking an alliance. Song was now isolated and Duke Huan sought and received the approval of the King of Zhou to move against Song. As the joint force paused on the border before attacking Song, a crafty herdsman called Ning Qi offered to go to the Duke of Song to persuade him to submit. Ning Qi gained an audience and with clever reasoning managed to persuade the Duke to submit.

"The king of Zhou has lost his supreme authority and the vassal lords have grown disrespectful. To prevent the world from falling into chaos, Duke Huan of Qi has been entrusted by the king to establish an alliance of the states. You however took leave without notice before the meeting was concluded. Enraged, the king has sent a joint army to attack you. If Song puts up resistance by force, the outcome of the battle is only too obvious."

Ning Qi, speaking to the Duke of Song

In this way the Duke of Huan received Song into the alliance and became the first Overlord or hegemon of China by clever diplomacy and with very little bloodshed. In time there would be five of these, recognised as being above all the other lords.

SECRETS OF THE STRATEGIST: MIGHTY QI IS DEFEATED WITH CAO GUI'S AID

Duke Zhuang was in a quandary when the powerful state of Qi invaded Lu in 684 BCE. He was advised to consult with Cao Gui, a clever fellow who lived in a village. When a minister called on Cao Gui, others were sceptical and asked,

"Warfare is the business of the meat eaters. Why should you meddle with it?"

Cao Gui laughed and asked the minister how a vegetable eater could help him. The minister asked if he had a good plan to defeat Qi and added,

"If the vegetable eater comes up with a good plan, he will soon have meat to eat."

Cao Gui came to meet the Duke and first needed to be convinced that Lu deserved to win. After the Duke did this, he agreed to help. He rode with the Duke as he led the army of Lu to meet that of Qi at Changshao.

The two armies deployed and the army of Qi attacked, believing they would easily defeat Lu. Cao Gui refused to let the Duke order a counterattack and the warriors of Lu had to stand their ground. They managed to hold and after re-grouping, the drums sounded for Qi to attack again. Again Lu stood on the defensive. Qi was beaten back and made to attack for a third time. As they charged, Cao Gui told the Duke.

"Let's beat the drums – it's time to rout the enemy!"

At the unexpected charge by the Lu troops, the Qi force fled the field. The Duke made to order the pursuit but Cao Gui halted him. Climbing on the crossbar of the chariot, he carefully examined the battlefield. When satisfied, he told the duke he could now pursue. The Duke was perplexed by the victory over the mighty Qi army and Cao Gui had to explain to him how it had been achieved.

He had waited until the Qi had exhausted their morale and only then ordered the counterattack. He had examined the battlefield as the men of Qi were not to be trusted and may have been drawing Lu into an ambush. The wily villager needed to be convinced their retreat was disorderly first.

Cao Gui was made a minister of Lu – quite an achievement for a rustic vegetable eater!

Records of the Historian – Sima Qian

THE WAY OF THE PHILOSOPHER

It was during the turmoil of the Spring and Autumn period that many new ways of thinking arose. These were known as The Hundred Schools and were to deeply influence Chinese culture and military thinking. They started from philosophers considering an ideal way of life. However, from these universal principles, military strategies emerged. Perhaps the best known was the military strategist Sunzi and his well known work, *The Art of War*. Acknowledged even today as a masterpiece, its strength was that it could be applied in all types of situations being written in loose concepts. These are straightforward and deal in 13 chapters with the main issues of military campaigns. Sunzi left nothing to chance and made clear right at the start that the best strategy was to achieve your aims without fighting in the first place. He covered military assessments, formations, terrain, use of forces, etc. As they were written in general terms, the student could apply them to the situation they faced without being too dogmatic about it. Sunzi is thought to have been a real person called Sun Wu born in the state of Qi, now the modern day province of Shandong. The term *zi* is a later honourific meaning 'master'. It is thought he was a contemporary of the famous philosopher Kongfuzi (Confucius) who lived 551 BCE – 479 BCE at the end of the Spring and Autumn period. Some feel the classic *Art of War* owes a debt to several authors but other Chinese historians such as Sima Qian record Sun Wu as a real person. Following on from Sun Wu is Sun Bin who wrote his own *bingfa* covering many of the topics Sun Wu had but with more practical applications such as the use of military formations. Certainly it is the case that throughout history eminent people have written commentaries on the *Art of War*, from the famous warlord Cao Cao to contemporary generals. Even today there are many versions of the *Art of War* where it has been applied to a range of topics from modern warfare to banal business applications. Truly it is a timeless classic where each generation can find something new to add.



SECRETS OF THE STRATEGIST: SUNZI DRILLS THE CONCUBINES OF WU

When the master strategist Sunzi entered the employ of the King of Wu he was asked to demonstrate his skill. The king wanted Sunzi to prove his ability by teaching the court concubines military drill – of these there were 180!

The strategist split them into two groups and appointed the king's two favourite concubines as commanders. The concubines were armed with balberds and asked if they knew where their left, right, heart and back were. They all answered yes. Sunzi then issued orders and was met by titters and giggles from the beauties. He explained his orders again, and was again met with laughter. He then made very clear that when orders are not followed and they have been made clear, it is the fault of the commanders. He then had both favourites beheaded on the spot to the horror of the king!

After appointing two new commanders, the courtesans carried out their drill with absolute precision. Sunzi then asked if the king wanted to review the troops. The sorrowful king declined, prompting Sunzi to say:

"The King is only fond of words and has no stomach for their real application".

Sunzi was made commander and later led the warriors of Wu against the powerful state of Chu.

It is not often appreciated that *The Art of War* owes a great debt to the ideas of Daoism.

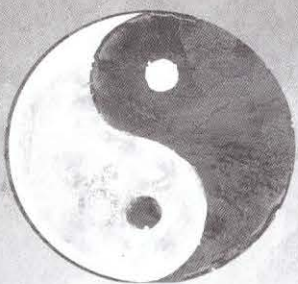
This philosophy was expounded by the great philosopher Laozi, again an honoured master. He is thought to have been a lowly archivist who, when facing problems in the capital, escaped to the west reputedly riding a water buffalo – and he is often depicted as such in Chinese artwork.

The central idea of Daoism is that there is a large universal mechanism called the Dao or 'Way'. Followers of Dao would seek to align themselves with the Dao rather than fight against it – something which may take a lifetime. Often the Daoist would follow a craft to get in touch with the Dao – this could be Chinese brush painting, medicine or sword fighting – hence the Way of the Sword.

Later on, these ideas would form the basis of many Chinese martial arts. It is often thought in the West today that Daoism is a pacifist philosophy but this is incorrect. Certainly it does not seek to glorify or promote war but on the other hand it accepts it is necessary sometimes.

Many of the ideas from Sunzi's book can be found in Laozi's masterwork – the *Dao De Jing*. This is supposed to have been written reluctantly by Laozi after a gatekeeper urged him to do this before leaving the Middle Kingdom. He was never seen again but left the book as his legacy.

SECRETS OF THE STRATEGIST: THE YIN & YANG



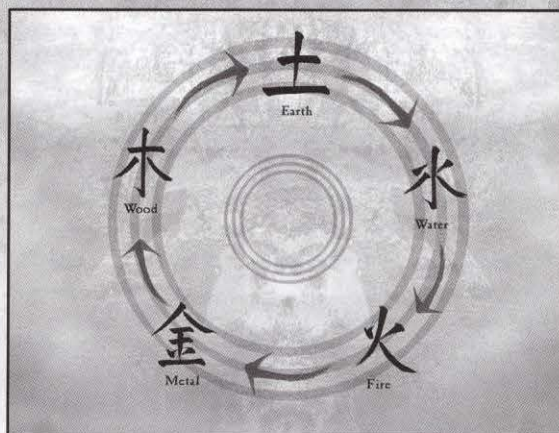
The most famous Chinese symbol probably has to be that of the yin-yang. The Chinese characters for these words symbolise the light and shaded sides of a valley. This demonstrates that although they represent opposite and complementary principles they are neither 'right' nor 'wrong'. The yang principle represents the masculine active element and the yin the feminine receptive one. Either could be the 'right' principle. In the symbol each has the seed of the other. Chinese thought often seems a paradox and contradicts itself but the Chinese, from an early age, recognised that is important to keep both elements in harmony. In warfare sometimes the army is the 'host' or attacker and sometimes the 'guest' or defender. Chinese military thought also had two concepts for forces – 'ordinary' and 'extraordinary' forces. A clever general might pin his enemy with his 'ordinary' forces whilst his 'extraordinary' carried out a covert flanking attack. Even line troops could be used as 'extraordinary' troops if used in an 'extraordinary' way!

Kongfuzi or 'Confucius' was a famous Chinese philosopher and his ideas are still deeply influential in Far Eastern social culture. He promoted the ideas of social hierarchy and right conduct and in his book *The Analects*, he saw certain relationships as fundamental to society such as the son's duty to the father – filial piety. During the Spring and Autumn period, these ideas became codified as *Li* or rightful conduct. As a scholar gentleman he was noted as skilled in archery in his native state of Lu and he later travelled around China promoting his ideas and gathering disciples. Many Chinese generals during



this period would follow these ideas of rightful behaviour even when dealing with opponents on the battlefield. This held true when the type of warfare was mainly between nobles who would be expected to act in a noble way. Later, as armies grew larger and conflicts became more impersonal, they started to fade. The idea of a social hierarchy always stayed though with Chinese culture, especially the need to have the Mandate of Heaven and a recognised ruler or emperor.

Also amongst the Hundred Schools was the Universal Love philosophy of Mozi, 470 BCE-391 BCE. His followers, known as Mohists, saw all men as equal and were essentially pacifists, seeing warfare as wasteful and evil. They are known though to have formed bands to rush to the rescue of cities under threat of attack. They formed ideas on training militias and also promoted what we now call technology as a way to counteract the aggression of the time. This was often as counters to siege warfare such as defensive siege engines. The ironic thing was that their inventions such as immense catapults and bolt shooters could also be used for offensive purposes against cities. The expansion of technology in Chinese warfare added to the firepower available and increased its lethality instead of cancelling any aggressive advantage!

SECRETS OF THE STRATEGIST:
THE FIVE ELEMENTS

Chinese philosophy is full of deep symbolism. The Five Elements or wu xing is a symbol of the various phases that any activity goes through. An obvious example are the seasons of the year – of which the Chinese assigned five (rather than the usual four in Western culture) to match the model. Each Element can be represented by a musical note, magical animal, colour, vital organ in the body or direction. They can be used to support each other – the 'productive' cycle, or destroy each other – the 'destructive' cycle as shown above. Thus a Fire strategy could be countered by a Water one. The ancient Chinese also used the Five Element system to assign to military units, hence the use of the Red Phoenix symbolising a Fire property. The Chinese also used this system to classify the dynasties as they succeeded each other – the Qin for example adopting the black of the Water Element.

HEROIC COMBAT

There have been periods of history when individuals have inspired the group with their brave actions; we call these individuals heroes. There have also been times when these acts have been paraded before the army or there has been a pre-battle ritual where heroes sought out their equal or a worthy opponent to fell before the mass carnage began. Famous examples of these are the heroes of Homeric Greece, Heike period Japan and medieval Europe.

The Zhou period in China is particularly rich in heroic incidents captured in such stories as the *Zuo Zhun* or *Zuo's Spring and Autumn Annals*. The Zhou nobles evolved a heroic style of ritualised combat often likened to the Trojan epics. Prior to the main battle, after the battle lines had been drawn up, they would dash out in their chariots between the armies, seeking out worthy opponents to challenge them to a duel. This could take the form of an archery contest by the nobles; archery being a necessary part of a noble's education. The noble would aim to fell a worthy target. As with all forms of personal combat, a form of etiquette arose that the noble was expected to follow. The Chinese classics are abundant with stories of nobles acting in a noble way on the battlefield. They are noted as helping their opponents from crashed chariots, quoting poetic lines to each other and even to the extent of waiting for a rival general's entire army to cross a river before starting the battle. It was this behaviour that set the noble apart from the common warrior on the battlefield. Although likened to the Western concept of 'chivalry', it really came from the Eastern philosophy of 'rightful conduct' or Li. A person who could show an upright character and always acted in accord with this philosophy was much admired as a 'superior man'.

Later, during the Warring States period, combat involved mass infantry armies leaving little opportunity for individual heroics. In fact, in one famous example, a gallant officer who charged out and took heads from the enemy before the battle was himself beheaded! As the general said to the protests of his fellow officers,

"He may be brave but I expected him to follow orders".

It was not until much later, during the Three Kingdoms period, that a form of ritual heroic combat returned. The later novelisation of the period is abundant with tales of leaders duelling with heavy halberds in round after round of individual combat.

HEROIC COMBAT

The main WAB rulebook includes rules for challenges. These are intended for when worthy combatants seek each other out in the heat of battle rather than as an overture to combat.

We can include Heroic Combat in our game by slightly altering the pre-battle sequence. Naturally, where players agree it would be appropriate to the style of combat of the armies it can be used for other armies. Heroic Combat could take different forms so we need separate rules to cover the different types. Sometimes single champions fought man-to-man before the battle – the result often settling the dispute, saving much bloodshed. At other times, groups of warriors of a social order whether nobles, samurai or knights would fight it out with missiles or weapons at the start.





THE RULES OF HEROIC COMBAT

At the start of the game: After characters have been allocated to units, a challenge may be issued by a player.

Issuing a single Heroic Combat challenge: Before the battle starts, the players may agree to fight a single combat. Each player rolls a D6 – the player with the highest score may issue a challenge. He places a character from his army in the centre of the battlefield. Should the other player accept the challenge, he places a character 8" in front of the challenger. If he declines the challenge, the omens are deemed favourable to the challenger's army. Roll a D3. The challenger's army may add +1 to any one combat resolution this many times during the ensuing battle.

Fighting a single combat: Roll a D3 and add this to the character's Initiative. The character with the highest score charges in the first turn of the challenge. The defending character may choose to stand or stand & shoot as a charge response as normal. If both he and the attacking character fight on horseback, he may also choose to counter-charge. This single combat continues as a regular close combat, with the exception that no combat resolution is made. It's a fight to the death!

The slain character is removed from the game, while the victor is returned to his previous position. To portray the courage instilled in the troops by such a glorious feat of arms, the winning side may add +1 to a number of separate combat resolutions. The number of times the winning side may add +1 to any one combat resolution is found by subtracting the number of wounds the victorious character suffered from the wounds he inflicted in the single combat, and doubling the result.

For example, a character that inflicted three wounds while suffering one wound himself in the single combat, allows the winning player to add +1 to four separate combat resolutions during the ensuing battle.

Fighting a pre-battle Heroic Combat with more than one character: Before the battle begins, the players may agree to fight with more than one character if appropriate to that army. Each player rolls a D6 and the player with the highest score may put a character into the centre of the battlefield. The other player then responds with a character to match and places that character opposite. This continues until one player either declines or exhausts his stock of characters. Any spare characters are returned to their units.

Of course there is nothing stopping the players from adding a slight flourish to the proceedings by loudly exclaiming as the characters are placed "My Duke of Wei will meet your curlish Sir Bertrand of Saint Denis and thrash his hide!".

Each fight is resolved turn by turn as a single combat – any surviving characters being returned to their units. If the Army General is killed, the whole army must test for *panic* as normal.

Heroic Combat using missiles with more than one character: The characters are placed 24" away and may shoot at each other in the Shooting phase as normal. This continues until one player announces they will charge with a character. Each character may charge separately. They then move towards the opposing character at a charge. This may give the opposing character a chance to also charge in their turn or shoot again. The combat is then resolved as a single combat when the two characters come into contact.

ZHOU DYNASTY

“Avoid the strong to attack the weak, avoid the solid to attack the brittle, and avoid the difficult to attack the easy. This is the way to achieve a hundred victories in a hundred battles.”

*Summary of Military Canons –
Wu Jing Zong Yao (Part one, Volume four)*

This army list has been written to help you create an army of the Zhou Dynasty. The Zhou Dynasty started from the overthrow of the Shang Dynasty and established a feudal system ruled by a central clan. During this period, a system of combat evolved based on chariot-mounted nobles. Later on, separate states developed which led to mass armies. Historians generally name this the Spring and Autumn period after the records of the same name of the state of Lu. Warfare became a much more serious and competitive affair with military strategies increasingly used. Cavalry also started to make its appearance towards the end of the epoch as Chinese states copied its use by the tribal nomads.

SPECIAL RULES

Heroic Combat

Nobles in the Zhou period tried to conform with the ideals of *Li* – correct behaviour. This also extended to combat, where they would choose to seek out a worthy opponent – the superior man, leading to a stylised opening ritual where groups of nobles would seek out and duel with each other.

Rightful Conduct

(Spring and Autumn period only)

Members of the Zhou nobility were expected to act in accord with ‘rightful conduct’ or *Li*. This code of honour means they would have to follow certain principles on the battlefield or risk losing face!

Any character noted as such must accept any Challenge or Heroic Combat challenge offered to them. If several characters are eligible then the owning player chooses.

Furthermore, it was considered bad form to take advantage of an opponent’s misfortune! A character with *Rightful Conduct* must attempt to restrain from pursuing an enemy character or unit containing an enemy character which flees after a close combat. To do this they take a Leadership test in the normal way. If they destroy the character or unit, they lose the following bonus Victory points but keep the points for the unit and character in the normal way. If they restrain, the bonus points are added to their Victory points total:

Character/unit with character	3 Wounds	150 VPs
	2 Wounds	100 VPs
	1 Wound	50 VPs

Of course, there is nothing to stop another unit without *Rightful Conduct* finishing the character off later. In which case, they would get the normal Victory points as well as keep the bonus points.



ARMY LIST OPTIONS

Zhou Dynasty – Western Zhou period

Characters: Up to 25% of the points value of the army may be spent on characters.

Chariotry: Up to 33% of the points value of the army.

Infantry: At least 33% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

Zhou Dynasty – Spring and Autumn period

Characters: Up to 25% of the points value of the army may be spent on characters.

Chariotry: Up to 25% of the points value of the army.

Infantry: At least 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

CHARACTERS

0-1 ARMY COMMANDER – DUKE (gong)

	M	WS	BS	S	T	W	I	A	LD	Pts
Duke (gong)	4	6	6	4	4	3	6	3	9	150

Equipment: Armed with a hand weapon.

Options: May have a Noble Sword (+2 pts), shield (+2 pts), light armour (+2 pts), heavy armour (+4 pts). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rules: *Army General. Rightful Conduct.*

0-1 MARQUIS (hao)

	M	WS	BS	S	T	W	I	A	LD	Pts
Marquis (hao)	4	5	5	3	3	2	6	2	9	100

Equipment: Armed with a hand weapon.

Options: May have a Noble Sword (+2 pts), shield (+2 pts), light armour (+2 pts). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rules: *Rightful Conduct.* If no other Army General is taken, the Marquis may be made *Army General* for +25 pts.

Designer's Note: During the Zhou Dynasty, armies would be led at the highest level by a duke representing the state. The King did not indulge in combat.

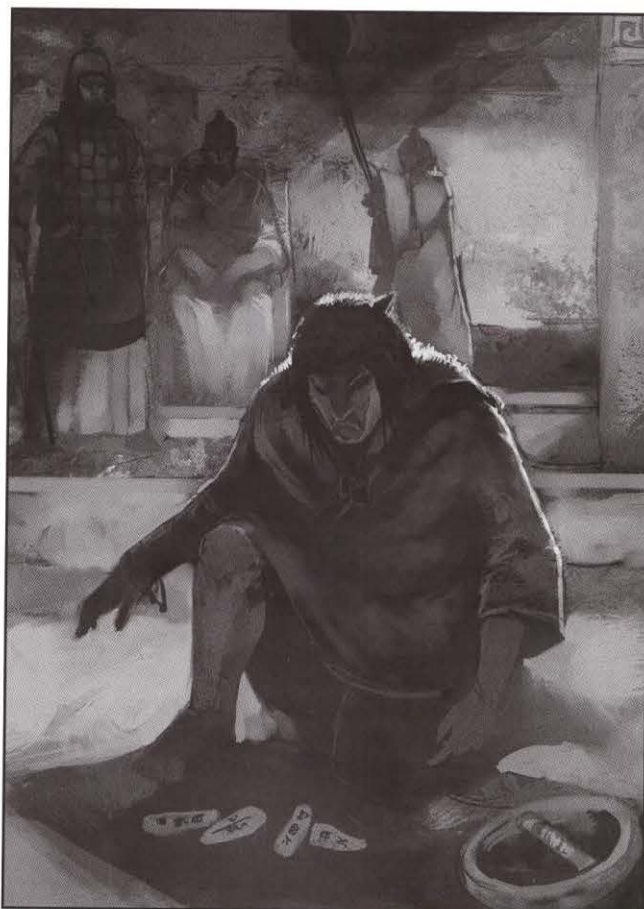
0-1 ARMY STANDARD BEARER (jun dui zhang qi shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts). May ride in a four-horse heavy chariot or two-horse light chariot bought at an additional cost from the list below.

Special Rules: *Army Standard Bearer. Rightful Conduct.*



NOBLES (guizu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	4	5	5	4	4	1	5	2	8	50

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), axe (+2 pts) or thrusting spear (+2 pts) and light armour (+2 pts). May ride in a four-horse heavy chariot or two-horse light chariot bought at an additional cost from the list below.

Special Rule: *Rightful Conduct.*

0-1 ARMY MUSICIAN (jun dui yue shi)

	M	WS	BS	S	T	W	I	A	LD	Pts
Musician	0	3	3	3	3	1	4	1	8	20

Equipment: Armed with a hand weapon and very big drum or gong!

Options: May have light armour (+2 pts).

Special Rule: *Army Musician.*

0-1 MILITARY STRATEGIST (jun shi jia)

	M	WS	BS	S	T	W	I	A	LD	Pts
Mil. Strategist	4	2	2	3	3	1	3	1	7	25

Equipment: Armed with a hand weapon.

Special Rule: *Military Strategist.*

Designer's Note. Military advisors to famous warlords and leaders usually wore civilian garb. Some were noted to be of eccentric appearance – this offers the gamer a great opportunity to come up with an unusual model!

CHARIOTRY

HEAVY CHARIOTS (shuang lun zhan che)

	M	WS	BS	S	T	W	I	A	LD	Pts
Heavy Chariot	6	4	4	3	4	2	4	4	8	66

Equipment: Two crewman with hand weapons – one armed with a dagger axe or thrusting spear, and one armed with a bow riding in a four-horse heavy chariot with unarmed driver. The chariot is armoured with an animal skin carapace which acts as a shield.

Options: Crew may have light armour (+2 pts each).

Special Rule: *Chariots*.

LIGHT CHARIOTS (xiao zhanche)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Chariot	8	4	4	3	4	1	4	2	8	45

Equipment: One crewman armed with a hand weapon and bow riding in a two-horse light chariot with unarmed driver.

Options: Crew may have light armour (+2 pts each).

Special Rule: *Light Chariots*.

CHARIOT RETINUE

	M	WS	BS	S	T	W	I	A	LD	Pts
Chariot Retinue	5	4	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and shield or dagger axe.

Options: May have light armour (+2 pts).

Special Rules: *Light Infantry*. *Chariot Runners*. Up to one unit of 10 models per chariot fielded. Initially deploy within 6" of the chariot model.

INFANTRY

0-1 NOBLE GUARD (lu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Guard	4	4	3	3	3	1	4	1	8	15

Equipment: Armed with a hand weapon, shield, thrusting spear and light armour.

Options: May have dagger axe instead of thrusting spear and shield.

Special Rules: May only be fielded if a Duke is the *Army Commander*. *Drilled*. *Stubborn*. Must be the smallest Infantry unit fielded.

The nobility would have had an elite bodyguard to protect them on the battlefield. The Zhou had an elite group known as the Tiger Guards.

ARMoured HALBERDIERS (kui jia chi ji shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Halberdiers	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with dagger axe and light armour.

Options: May make dagger axe 'long handled' (+2 pts).

Special Rules: *Long Handled Weapons*. *Combined Formation*.

ARMoured SPEARMEN (kui jia chi map shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearmen	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with a hand weapon, thrusting spear, shield and light armour.

Options: May have large shield (+1 pt). May make spear 'long handled' (+2 pts).

Special Rules: *Long Handled Weapons*. *Combined Formation*.

HALBERDIERS (chi ji shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Halberdiers	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with dagger axe.

Special Rule: *Combined Formation*.

SPEARMEN (chi mao shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearmen	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, thrusting spear and shield.

Options: May have large shield (+1 pt).

Special Rule: *Combined Formation*.

0-1 SWORDSMEN (chi jian zhe)

	M	WS	BS	S	T	W	I	A	LD	Pts
Swordsmen	4	3	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon and shield.

Options: May have light armour (+2 pts).

Special Rule: *Light Infantry*.

ARCHERS (gong jian shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Archers	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a bow.

Special Rules: *Combined Formation*. Archers must be added to groups of Spearmen or Halberdiers and cannot be fielded separately.

SPECIAL UNITS

0-1 NOMAD CAVALRY (QUANRONG) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Nomads	8	3	3	3	3	1	3	1	5	16

Equipment: Armed with a hand weapon and a compound bow, rides a horse.

Special Rules: *Light Cavalry. Allies.*

FOOT BARBARIANS (QIANG/YI/YUEH) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Foot Barbarians	5	2	3	3	3	1	4	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rules: *Skirmishers. Allies.*

SPECIAL CHARACTERS

DUKE OF SONG

	M	WS	BS	S	T	W	I	A	LD	Pts
Duke of Song	4	4	3	3	3	2	4	1	8	156
Chariot	6	4	4	3	4	2	4	4	8	-

Equipment: Armed with a hand weapon, dagger axe and light armour and four-horse heavy chariot with unarmed driver and archer with light armour. The chariot has an animal skin carapace which acts as a shield.

Special Rules: *Army General. Rightful Conduct, Meddlesome.*

Meddlesome: The Duke of Song is noted as carrying rightful conduct beyond the point of military efficiency. A famous example was allowing an enemy army to finish crossing a river before starting the battle. The army of Song was then soundly defeated!

Before any unit may Charge they must test on the Duke of Song's Leadership. If failed, they may not charge. If the Duke is fleeing at any time or is slain, he is not an influence and they may charge as normal.



EARLY HORSE NOMADS

When Heaven gave birth to men, originally there was no distinction of 'barbarian' and 'Han' (Chinese). But their territory is distant, wild and desert-like and they must rely on archery and hunting to live. Thus, they are constantly practising fighting and warfare.

*Book 2 – Questions and Replies
between Tang Taizong and Li Weigong*

This army list has been written to help you create an Early Horse Nomads army representing the mounted nomads who started to raid into China from the 5th Century BCE onwards. Mainly archers using compound bows, they were known as the *hu* by the Chinese and given various tribal names such as the *Quanrong*. The mounted nomads were to give the Chinese many problems over the centuries and these were the first type to impact upon their civilisation.

ARMY LIST OPTIONS

Characters: Up to 33% of the points value of the army may be spent on characters. The army should include at least one character to lead it.

Cavalry: At least 33% of the points value of the army.

Infantry: Up to 33% of the points value of the army.

CHARACTERS

0-1 WARLORD (junfa)

	M	WS	BS	S	T	W	I	A	LD	Pts
Warlord	5	6	6	3	3	3	6	3	7	140

Equipment: Armed with a hand weapon and compound bow. Rides a horse.

Options: May have a shield (+2 pts), axe (+2 pts), or dagger axe (+2 pts) and light armour (+3 pts). May ride a horse (free, increases Movement to 8").

Special Rule: *Army General.*

TOTEM BEARER (dudeng xingxiang)

	M	WS	BS	S	T	W	I	A	LD	Pts
Totem Bearer	5	4	4	3	3	2	4	2	5	50

Equipment: Armed with a hand weapon and compound bow.

Options: May have a shield (+2 pts), axe (+2 pts) and light armour (+3 pts). May ride a horse (free, increases Movement to 8").

Special Rule: *Army Standard Bearer.*

0-1 SHAMAN (wu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Shaman	5	3	3	3	3	2	4	1	5	60

Equipment: Armed with an improvised weapon.

Options: May ride a horse (free, increases movement to 8").

Special Rule: *Shaman.* The Shaman causes *fear* in the enemy.

CHIEFTAINS (shouling)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftains	5	5	5	3	3	2	5	3	6	60

Equipment: Armed with a hand weapon and compound bow.

Options: May have a shield (+2 pts), axe (+2 pts), or dagger axe (+2 pts) and light armour (+3 pts). May ride a horse (free, increases the Movement to 8").

CAVALRY

HORSE ARCHERS (ma gongjian shu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Nomads	8	3	3	3	3	1	3	1	5	16

Equipment: Armed with a hand weapon and a compound bow. Rides a horse.

Options: May have a shield (+2 pts), and light armour (+3 pts each).

Special Rule: *Skirmishers.*

INFANTRY

TRIBAL SKIRMISHERS (buluo chongdu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapons and javelins.

Options: May have shields (+2 pts) or bucklers (+1 pt). May exchange javelins for compound bows (+2 pts).

Special Rule: *Skirmishers.*

TRIBESPEOPLE (buluo minzhong)

	M	WS	BS	S	T	W	I	A	LD	Pts
Tribespeople	4	1	2	3	3	1	3	1	5	3

Equipment: Armed with a hand weapon and rocks (range 4", Strength 3).

Designer's Note: *In situations where they needed to defend their homes or flocks, the tribespeople would have been capable of defending themselves.*

BATTLE OF CHENGPU – 632 BCE

*“Let me have a game with your men. Your lordship
can lean on the crossboard of your carriage and
look on, and I will be there to see you.”*

Cheng Dechen, Duke of Chu to Chong Er, Duke Wen of Jin. 632 BCE

The Battle of Chengpu is one of the early masterpieces of Chinese military history. In the accounts it appears Duke Wen of the state of Jin, with his allies, managed to decisively shatter the powerful forces of Chu. By use of a series of ruses, the Jin forces carried out a double envelopment of their enemy, causing confusion and leading to a general rout!

THE STORY SO FAR...

In late spring 632 BCE, the forces of Chu and their allies marched against the state of Jin. They aimed to severely defeat them and stop the Jin-led alliance that was developing on their northern border. Jin assembled a force with its allies and marched to meet the Chu host in late summer of 632 BCE. In accordance with a previous promise to the King of Chu to avoid conflict, Duke Wen retreated three times before the forces made contact. The two forces met on the plains of Chengpu, located near the modern city of Puyang. As the mighty Chu army deployed into three divisions, it was unaware that Duke Wen had prepared a startling counterblow that would shatter it! However, only if the plan came off...

*“Since I have not received your orders not to fight, I will
trouble you, Sir, to say to your leaders, Prepare your
chariots, see reverently to your prince’s business.
Tomorrow morning I will see you.”*

Chong Er, Duke Wen of Jin to Cheng Dechen, Duke of Chu. 632 BCE

SCENERY

The battle accounts do not mention any notable terrain features except for mountains at the rear of the Chu forces. In fact, as both sides were using chariots, they probably selected a clear area. Some terrain features could be placed at the edge of the board though to provide some interest. Any terrain used is placed by agreement of both players.

ARMIES

The players choose forces to an equal points value. It is suggested that an army of a minimum of 4,000 points is used. The scenario is ideal for a multi-player game with each player taking a division.

The Upper and Lower division on each flank should be smaller than the Centre divisions.

Each side had an elite bodyguard unit; the Chu had a unit called the *Jo Ao* and the Jin, the *Gong Zu*. These were deployed with the Centre division in each case.

DEPLOYMENT

The table is arranged longways with a 24" gap separating the armies.

The players divide their forces into three divisions and allocate each division to a third of the board. They can draw a map or alternatively put up a screen along the middle.

TURNS

The game runs for six turns.

WHO GOES FIRST

The Jin player goes first.

VICTORY

Unless one player concedes beforehand, the winner is the player who has accumulated the most Victory points at the end of the game. See the separate Victory Points schedule in the main WAB rulebook.

SPECIAL RULES

Duke Wen’s surprise

Jin’s startling victory was achieved by careful preparation by Duke Wen and the use of nested ruses. Players can play the game as a straightforward Pitched Battle or can attempt the same feat as Duke Wen and use ruses. In which case the Duke Wen becomes a Military Strategist and a Leadership test must be taken to use the ruse.

If the players agree to use these, the Jin and Chu forces are adjusted. This represents the ruses being used as a balancing force. The Jin player can take all or some of these ruses at the start but must pay the points shown whether they are successful or not! The choice of ruses are:



Feigned Flight – 50 pts

Used for one turn only. The owning player indicates at the start of their turn when they will use the Feigned Flight ruse. The unit fleeing will automatically rally and reform facing any direction.

Represented by: The player can use a card with details of the ruse.

Disruption – 50 pts

Used for one turn only. The owning player indicates at the start of their turn when they will use the Disruption ruse. The owning player indicates a point on the board where a unit has passed through and this becomes the Disruption point. They then roll 2D6 to find the area affected in inches. Any enemy units entering this area in their turn become *Disrupted*. The unit, even if a formed unit, is put into a Skirmish formation and must reform to become a formed unit again.

Represented by: The player can use a card with details of the ruse.

Dust Screen – 50 pts

Used for one turn by a Chariot unit only. The owning player indicates at the start of their turn when they will use the Dust Screen ruse. The distance covered by the unit is covered by a *Dust Screen* and it hides line of sight, prevents enemy charges and obstructs shooting for one turn.

Represented by: The player can use cotton wool to indicate the distance covered by the Dust Screen.

HISTORICAL OUTCOME

The Jin deployed with the majority of their chariots in the Lower or Left division under the command of an aggressive commander, Xu Chen. The Centre held the

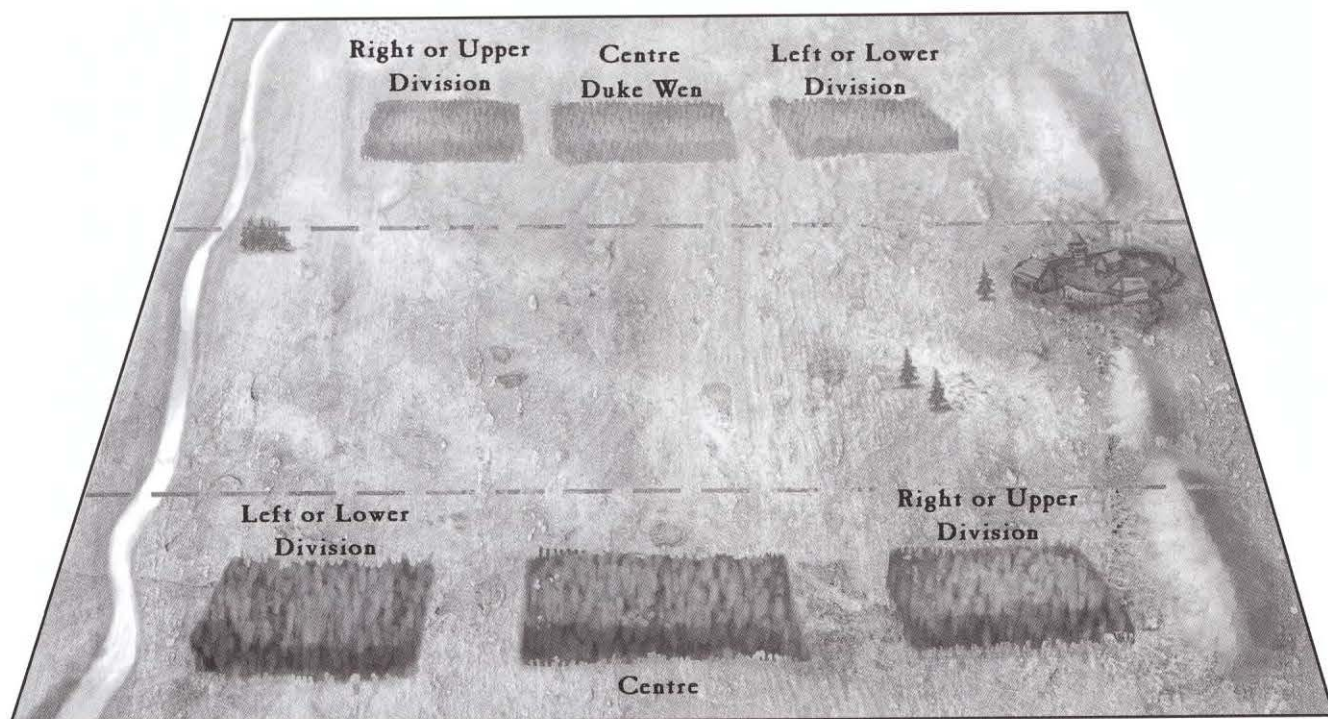
Jin's best troops, including Duke Wen's own lu or bodyguard. A small independent chariot command under Luan Qin was attached to the centre. The Upper or Right Division had a reliable commander, Hu Mao.

The Chu deployed with the majority of their allies in the Upper Division backed up with some Chu units. As with the Jin, the Centre held their best troops including their lu, 600 men of the Jo Ao. The Lower Division was under the command of an impulsive glory hunting commander, Zixi, who was eager to get to grips with the enemy.

Duke Wen appears to have had prior knowledge of the Chu battle plan and started the battle with a furious chariot charge on the Chu right that scattered the unreliable allies of Chen and Cai. The Chu centre was now pinned in place by the Jin chariots. The Chu Lower Division then advanced to attack the Jin right flank. The troops there seemed to give way and the small force of chariots from the Centre rushed across their front, raising a dust cloud. This was caused by trees dragged behind the chariots. The Chu could see the Jin commander's flag retiring and advanced confidently into the haze pursuing the broken Jin troops. As they burst out of the screen, they found not fleeing troops but the reformed Jin. These then charged into the Chu-scattered forces who broke and fled, pursued by the Jin. Seeing both flanks broken and enemy troops advancing all around, the Chu Centre retired.

AFTERMATH

The Jin captured more than 100 chariots and took over 1,000 prisoners in addition to the losses caused by the battle to Chu. The Chu's overall commander was said to have committed suicide. Duke Wen hosted a peace conference the following year in 631 BCE at Jiantu and was later proclaimed a Hegemon of China.



WARRING STATES

"Now the state is developing. With a powerful state and the sagacity of your majesty, you can eliminate other states as easily as wiping dust from a cooking stove!"

Li Si to King Ying Zheng of Qin, the future First Emperor of China

OVERVIEW

Various dates and events are used for the next major period of Chinese history known as the Warring States period or *zhanguo shidai*. The minor states continued the consolidation process until there were only seven major players remaining, known as the *zhanguo qixiong*. These were the Chu, Hann, Qi, Qin, Wei, Yan and Zhao. The Zhou dynasty were in theory still the legitimate rulers of China but by now very few took notice of them. The states developed their own political identity and eventually a great barrier was crossed when the state of Chu proclaimed their ruler *wang* or king. Until now even the most wayward rulers only termed themselves *gong* or duke.

CHRONOLOGY

403 BCE	Start of Warring States period
368 BCE	Civil war in Wei: Zhao and Hann invade Wei
354 BCE	Wei invades Zhao
354 BCE	Battle of Guilin: Qi vs Wei
344 BCE	Chu conquers Yue
342 BCE	Battle of Malin Pass: Qi vs Wei
313 BCE	Qin attacks Chu
286 BCE	Qi annexes Song
279 BCE	Battle of Jimo: Yan vs Qi
264 BCE	Qin attacks Zhou
262 BCE	Battle of Handan: Qin vs Zhao
260 BCE	Battle of Changping: Qin vs Zhao
258 BCE	Qin besieges Handan
256 BCE	Qin ends the Zhou dynasty
249 BCE	Chu conquers Lu
230 BCE	Qin conquers Hann
227 BCE	Assassination attempt by Jing Ke on the King of Qin
226 BCE	Qin attacks Yan in retaliation
225 BCE	Qin conquers Wei
222 BCE	Qin conquers Chu
222 BCE	Qin conquers Yan
221 BCE	Qin conquers Qi. China is now unified
210 BCE	Death of First Emperor.

MILITARY DEVELOPMENTS IN THE PERIOD

The Warring States needed large armies in order to survive. The leading states are said in battle accounts to have fielded forces in excess of 100,000 or even as many as 400,000-500,000. This was only possible due to an efficient agricultural system and a highly developed military organisation obtained through bureaucracy. Armies were segmented from small squads through larger formations right up to whole divisions organised by an efficient command structure. Orders were relayed via messengers, visual signals such as flags or auditory means such as drums and gongs. The armies needed to be well trained and the generals and officers could make use of rules derived from the military treaties or *bingfa*. The Chinese armies of this period could not only segment (split and group up into larger formations) but were also skilled in articulation, that is in moving through various arrangements or formations. A state army could break up into separate columns and arrange to later meet at a pre-arranged point such as a city.

To help the initial deployment of forces on the march or prior to an engagement, stylised formations were used so that each unit knew its place on the battlefield. Leaders would often hold a council of generals prior to the battle so that all were aware of the battle plan and could discuss the various options.

Iron was starting to replace bronze as the metal of choice for mass produced shock weapons such as dagger axes and spears. Officers though would often retain beautifully crafted bronze swords, iron being thought of as an 'ugly' metal at this time. By the early Warring States period, the Chinese had developed laminated fabrication for swords using bronze with a higher tin content for cutting edges but reducing this for the spine. In this way, the sword had a hard edge to cut with but a more flexible spine to reduce shock and avoid breakage. Later on, Chinese knowledge of metallurgy would develop a chromium oxide corrosion resistant coating for use on swords. In fact swords have been excavated still intact and with edges sharp enough to cut a human hair!

Chariots were still important and were the measure of a state's military power. Accounts speak of armies in terms of chariots fielded, some with as many as 6,000. The war chariot was a four-horse team hauling a wooden solid yet light form based on an open framework. Chariots could be protected with lacquered leather and the horses were possibly also protected, animal skins are mentioned as a method used. The chariot crew consisted of a driver with a specialised armoured coat, a warrior on one side of the chariot with a crossbow and another on the other side with a polearm. In this way, each chariot had a clear firing lane and a lane for shock weapons. Chariots were grouped into squadrons and acted as a formation. The chariot formation was provided with close support by an infantry team who could also mop up or finish off any adversaries who were not dealt with by the chariot team.

The crossbow, in various sizes, was becoming the main missile weapon, it was able to be manufactured as well as used in quantity. The Chinese developed a metal trigger mechanism for its efficient use. As well as being of various draw weights, there were many types of hand held crossbows. Examples of multiple bolt firing crossbows, repeat firing crossbows and even repeat firing double bolt models have all been discovered from this period. The crossbow was the ideal missile weapon for the new massed infantry armies, as it was easier to train an archer how to use, powerful and more accurate when used in a flat trajectory. It was also very effective against chariots, thus leading to their decline.

The increased importance of cities as centres of political power, and hence objectives, led to improvements in military engineering and siege warfare. The Chinese further developed large siege engines for both offense and defence. Cities were bounded by strong high walls (in fact the Chinese word for city, *cheng*, is the same as for wall). To make a successful assault on the walls possible, immense mobile siege ladders were designed – so tall they were termed ‘cloud ladders’ or *yundi che*.

The Chinese had begun to build walls along their borders in the earlier Spring and Autumn period. During the Warring States period, these were extended both along frontiers with the fierce nomads and also with more martial Chinese neighbouring states. Both the states of Yan and Zhao built walls along their northern borders which were extended as part of the Great Wall when the country was unified. For the most part, they were built from local materials such as the reliable rammed earth *banpo* construction, the familiar stone built Great Wall is from a later dynasty. Some remnants of these early walls have been discovered, proving that they were well constructed.

A major change in Chinese warfare occurred in 307 BCE when the state of Zhao, led by King Wuling, adopted trousers and other non-Chinese dress so that warriors could ride horses. This led to the formation of native Chinese cavalry which up until then had been hampered by the need to wear long robes, impractical for horseback. Tribal allies were relied upon to provide cavalry for the armies of the period prior to this. Cavalry increasingly replaced chariots during the Warring States periods as it did not limit operations solely to flat terrain, much of the country outside of the central area being either mountainous or waterlogged. The ability to field effective cavalry armies though was limited by the lack of good horse stocks within the country at that time.

JIN DIVIDED 403 BCE

The state of Jin was the main player by the end of the Spring and Autumn period. The state however fell prey to an internal dispute involving the four major clans. The Zhi clan were the victims of a plot by the other three clans and were eliminated. The Zhou court then made a ruling to restore order. The mighty state of Jin was divided among the victors with each clan taking a minor state. Thus the states of Wei, Hann and Zhao were formed, the remnants of Jin named after the leading clans.

THE STATES COMPLETE 402 BCE – 334 BCE

The partition of Jin did not lead to stability within the country, in fact it led to further competition and rivalry between the states as they struggled for ascendancy. Seeing the overthrow of the old order in Jin led the Tian family in the state of Qi to usurp the ruling Jiang family in 389 BCE. The new states of Wei, Hann and Zhao then became embroiled in an internal succession crisis in Wei. At the point of conquering Wei, they then disagreed over how to divide up the spoils and so withdrew. After recovering, Wei attacked Zhao in 354 BCE and drove her forces back to the capital Handan within a year. Qi wished to curtail Wei's power to avoid being the next victim. The master strategist Sun Bin working for Qi suggested a strategy of attacking the weakly held Wei capital Daliang instead of confronting the main Wei army besieging Handan. This forced the Wei army to lift the siege and march to the relief of their state. The two armies met at Guilin where the Qi army was waiting for them. Exhausted by their march to the battle, the Wei army were in no fit state to fight and were decisively beaten – Sun Bin employing the strategy of *Awaiting an Exhausted Enemy* at Ease. In 341 BCE, Wei again tried to gain ascendancy in the northern states by attacking Hann. Again Qi intervened which brought about the Battle of Malin Pass.

THE BATTLE OF MALIN PASS 342 BCE

Qi and Wei were again to meet decisively. Both states had the services of a master strategist, Sun Bin was acting for the state of Qi and his disciple Pang Juan for Wei. The struggle had a personal element. Pang Juan, jealous of Sun Bin's noted ability had contrived a plot whilst Sun Bin was at the court of Wei. As a result of this, Sun Bin was mutilated and subjected to the disgrace of having his face tattooed. Sun Bin managed to fool his captors in prison and escaped to Qi. There he came to the attention of General Tian Ji who learned from him strategy and the art of war. Sun Bin managed to win the general's respect by helping him win a horse race with his steeds.

SECRETS OF THE STRATEGIST: SUN BIN WEIGHS THE ODDS

Tian Ji, fond though he was of horse races, often used to lose to the young lords of Qi. Sun Bin observed the outcome and said to him, "In the next race bet as heavily as you can as I will guarantee a good outcome".

When the race came, Tian Ji placed his third grade horse against the others' first grade horses which lost. In the next race, he placed his first grade horse against the others' second grade horses and he won. In the final race, he placed his second grade horse against the others' third grade horses and again won. Thus he was the overall winner by applying Sun Bin's crafty strategy!

Hann learned that Wei intended a pre-emptive strike against it. Hann was contemplating a treaty with Zhao to attack Wei. It decided however to seek help from Qi who was noted as being successful against Wei in the past. Qi received a letter from the marquis of Hann which was then debated by a council of ministers to discuss the various options. Some felt a conflict between Qi and Wei would weaken both states which would be in Qi's interest. Tian Ji was of another view. He argued that if Wei overcame Hann, it would attack Qi next with the strength of the two states. Sun Bin listened carefully and offered his own opinion. He considered it a good policy to rescue Hann but suggested they wait until both armies had taken heavy losses. After some months, a Qi force of 500 chariots set off for the Hann border. Tian Ji was for rushing to relieve the siege of Xindu, the Hann capital. Sun Bin again argued for an indirect approach by again attacking the Wei capital Daliang as they had before.

After a messenger relayed the news that Qi was marching on their capital, Pang Juan was beside himself with anger:

"I won't be a man if I don't kill that upstart!"

Sun Bin planned to use his anger and the Wei perception that the soldiers of Qi were cowards to create a deadly trap. Pursued by the Wei army, each night Sun Bin ordered that less and less campfires be lit in the Qi camp. In this way it gave the impression that the army was losing morale and suffering from widespread desertion. Pang Juan fell for this and hotly pursued the Qi army as it retreated back towards its homeland.



"But the people of Qi are very deceitful and it is Sun Bin who is commanding them. We can't be too careful".

Prince Shen of Wei to Pang Juan

Pang Juan ignored this advice and sped after the Qi with a vanguard force of 20,000 men. Sun Bin had scouts report the progress of the Wei army and estimated it would reach the Malin Pass area (in present day Henan Province) by nightfall. Sun Bin had picked this as the ambush site as there were mountains either side of the narrow path with an old tree in the middle. On the tree Sun Bin had a notice placed reading:

"Pang Juan will die under this tree."

Placing 10,000 crossbowmen and archers on the hillsides, Sun Bin had the end of the valley blocked with trees. He then ordered the men to fire when they saw a light under the tree. Also waiting this was a force of 30,000 men under a subordinate commander Tian Ying. They were stationed in hiding at the mouth of the valley to attack the Wei army in the rear.

SECRETS OF THE STRATEGIST: SACRIFICE A PLUM TO SAVE A PEACH

This Chinese idiom refers to the strategy of giving up a low value asset to protect a high value one. The Qin army of some 300,000 troops was besieging Handan in 258 BCE. Inside the city, Qin hostages were being held, including Zichu. Their situation seemed hopeless as many in Zhao wanted to revenge the terrible massacre of the prisoners after Changping. Handan was strongly held and it was difficult to think about a rescue plan. Lu Buwei, a Zhao merchant who acted for Qin managed to bribe a guard and enter the premises of Zichu. Advising him he was about to be arrested, Lu Buwei begged Zichu to escape. Although he had bought off the guards of the west gate, they had to find a way to escape. Whilst this was going on, more guards arrived at the house. A loyal servant, Zhao Sheng, offered to substitute for Zichu and he was arrested in his place. He was beheaded and his head displayed on the city walls. Zichu escaped with the aid of Lu Buwei and became the father of Ying Zheng, the future First Emperor of China.

As predicted, the Wei army arrived in the dark. Pang Juan was informed that the valley was blocked which he thought a desperate delaying tactic. On being told there was a message on the tree he insisted on seeing this himself and asked a torch to be brought. As he read the characters scrawled on the trees, thousands of arrows and crossbow bolts launched into the sky aimed at the tree.

"I should have killed him before but now I have let that upstart make his name!"

With these words he cut his own throat as the arrows pierced his body. As the force under Tian Ying closed the trap, Prince Shen of Yan was captured and the army of Wei completely defeated.

THE RISE OF KINGDOMS 334 BCE – 299 BCE

During the Spring and Autumn period, the Zhou dynasty was little respected but at least the various leaders avoided the term wang or king. An exception was the state of Chu but many Chinese states disapproved of this and tended to look down on Chu as a semi-barbarian state anyway! The Warring States period brought on a new ferocity of fighting and the states discarded any sense of recognising the central authority. In 334 BCE, the states of Qi and Wei declared themselves kings. This led to the other states quickly following suit: Qin (325 BCE), Hann and Yan (323 BCE) and finally Zhao in 299 BCE.

This had one important outcome. If any state could conquer the others, the ruler could lay claim to being the legitimate leader of the unified country. There was everything to play for and each could now act independently without the pretence of supporting the Zhou court.

CHU – A POWER IN THE SOUTH

The state of Chu in the south had been a major player during the Spring and Autumn period, checked only by the might of Jin. With its powerful rival divided into minor states, it was able for a time to expand towards the eastern seaboard. This meant conflict with the rival states of Wu and Yue. Chu had to face a major offensive by Yue – inspired by Qi to avoid being Yue's potential victim. Initially, the Yue offensive was successful but Chu orchestrated a massive counter-offensive that beat Yue in 334 BCE. Chu went on to conquer Wu, acquiring large territories in the south. This way it could concentrate on its rivals in the north and east – Qin in particular.

THE FIREBULLS OF JIMO 279 BCE

After an abortive invasion of Yan by Qi, King Zhao of Yan recovered the capital in 311 BCE. Qi was a growing power and the other states watched its development with concern. Yan organised an alliance of the other states and a Yan army, combined with Chu, Hann, Wei and Zhao invaded Qi. It was led by Yue Yi, one of the leading generals of the period. They inflicted a crushing defeat on an army of Qi at the Ji River. Satisfied with this result, the allies were content to withdraw, raid and plunder the border lands. Yue Yi led the Yan army onwards and took the Qi capital of Linzi. The Qi ruler tried to seek exile but ended up bottled up in the city of Lu. Yue Yi then spent five years mopping up opposition and pacifying the rest of Qi. By now there were only two Qi pockets of resistance: the city of Lu and Jimo which was held by forces led by Tian Dan. Yan besieged both cities but Yue Yi thought a 'softly, softly' approach might lessen the Qi will to resist and cause both cities to surrender without a costly assault.

TO KILL WITH A BORROWED KNIFE

Assassination was a valuable tool for the Chinese ruler for dealing with individuals getting in the way of his plans. Usually a professional assassin or disaffected enemy would be indirectly engaged for the job so that the client could not be found culpable. This ploy was known as To Kill with a Borrowed Knife. Sometimes, even members of the ruler's own family and courtiers would make a direct assassination attempt to seize power. Chinese histories note several assassinations but perhaps the most famous is the attempt on Ying Zheng's life by the assassin Jing Ke. He was engaged by Prince Dan of Yan to rid him of his most powerful enemy. Jing Ke knew the task to be difficult as the Qin ruler maintained very tight security in his palace. In order to get close to the emperor and win his confidence, he brought a map of Yan and the head of an ex-Qin general who had turned traitor and fled to Yan. He was admitted to the king's presence and as he unrolled the map to show it to him, the poisoned dagger was revealed. Jing Ke seized the king's sleeve and made to stab him. No armed guards were allowed within the audience chamber and so the king had to fend off the attacker whilst grappling with his long ceremonial sword. Jing Ke was eventually killed but it had been a very close shave!

King Hui ascended to the Yan throne – he was a former enemy of Yue Yi and had replaced the successful Yue Yi with the less capable Qi Jie. Yue Yi fled to his former homeland of Zhao. This caused some disaffection amongst the Yan forces besieging Jimo. Tian Dan then started a war of nerves with his new adversary, Qi Jie.

He first gave the impression that a divine master was guiding the defenders of Jimo. Sacrifices at mealtimes drew flocks of birds over the city, the sight of which unsettled the besiegers. Tian Dan then spread a rumour that Jimo had not surrendered because the army of Yan was becoming too soft! Qi Jie fell for this and ordered the noses cut off all the Qi prisoners of war who were then displayed in front of the defenders. This of course stiffened the determination of the defenders of Jimo not to be captured. Again Tian Dan spread another false rumour and encouraged the besiegers to dig up the graves of the ancestors of Jimo and burn their corpses. This further enraged the defenders who begged Tian Dan to attack. Tian Dan then further wrong stepped Qi Jie by hiding his soldiers and showing only the very young, weak and old as defenders on the city wall. Furthermore he sent a deputation of the wealthy families offering gold and treasure to spare the wives and concubines of the rich as Jimo was about to fall. Qi Jie willingly agreed to this and the Yan army further relaxed their guard.

Tian Dan was now ready to unleash his massive counterblow. Distributing the remainder of the food stocks to build up the defenders' strength, he gathered up all the bulls from within the city. These were covered in gaily coloured silks with daggers fixed to their horns and firebrands to their tails. Many breaches were made in the city walls ready for the breakout. In the dead of night, the firebulls were stampeded through the breaches into the midst of the Yan camp. Following them were 5,000 of the best Qi warriors with painted faces ready to cut down any besieger not ready to run. All the time, the remainder of the town's dwellers, both young and old, maintained a loud crescendo on cooking implements, musical instruments and anything that would make a noise – so much so that reports say they shook the very ground! The army of Yan broke in mass panic with Qi Jie killed in the confusion. All the territory lost to Yue Yi was regained and the state of Qi was restored.

QIN CONQUERS ALL! 359 BCE – 221 BCE

Amongst the states Qin was eventually to unify the country and found the first empire. This was by no means inevitable as most of states had a solid chance of becoming the ascendant one but usually found their plans unhitched by a combination of alliances against them or a severe military defeat on the road to conquest. Each had acknowledged advantages at different points in time and historians often debate the reasons why Qin became the eventual conqueror. At one time it was thought that Qin had a military advantage in having iron swords but this has since been disproved as the so-called backward state of Yan actually seems to have been the main area of iron production at that point. There were probably a combination of reasons. Qin had a geographical advantage being located in an area protected by high

ARMIES OF THE DEAD

The practice of using living people as sacrifices to accompany their ruler to the afterlife fell from favour during the Zhou Dynasty. Rulers and other notables were still buried with material goods to serve them but they took the form of pottery funerary goods or mingqi. They were intended to provide comfort and protection for the owner in the afterlife against vengeful spirits.

The most famous of these are the Terracotta Warriors of the First Emperor. Discovered in 1973 by farmers digging a well, the estimated 8,000+ warriors include chariots, cavalry, commanders and even a small armour making facility. The warriors stand ready for action with unarmoured vanguard units (qian) deployed forward, heavy infantry in eight ying formations and missile troops covering the rear and flanks.

In addition to the famous Qin army, there have been several finds of smaller sized figures from the Han Dynasty. As the pace of building development in China ever intensifies, who knows what other treasures will be uncovered?

mountains on its borders. It also had the advantage of being remote from the main Chinese tradition so was free to evolve its own system of government.

Qin was faced by fierce nomad tribes on its borders and its army gained useful experience in overcoming these as well as them becoming a source of mounted allies. Most historians chart the rise of Qin from the reforms of Shang Yang in 359 BCE.

The most famous ruler of Qin was Ying Zheng who was to become Qin Shihuangdi, the First Emperor of China. Born in 259 BCE, he became king of Qin in 246 BCE. In 238 BCE he started the process of conquest of all the other states within China. He first managed to subdue Hann in 230 BCE, the remaining states taking a ten year campaign to finally conquer. The last state to fall, Qi, did so in 221 BCE.

Ying Zheng ascended the throne at age 13, the real power being held by his advisor Lu Buwei. Lu Buwei had a strategy for Qin. He wanted to keep the other states off balance as he knew that if they regained their strength after the continuous struggles of the Warring States period they could turn on Qin. He also built up Qin's spy network and threatened or bribed rulers within the neighbouring states. He also developed the state of Qin through good trade and improving industry which he used to personal profit. His downfall began when a palace revolt led by Lao Ai was crushed by Ying Zheng and the Qin household guards. Lao Ai was caught and punished by being torn apart by five chariots. Lu Buwei was gradually eased into exile and finally committed suicide by poison.

Ying Zheng now felt confident enough to follow his own judgement. He later engaged a new advisor, Li Si, a native of Chu who could see Qin as an emerging power. Li Si developed a strategy for Qin of sending agents into enemy territories to ferment unrest and weaken their resolve, in preparation to eventually conquer them!

Ying Zheng now embarked on his dream, the conquest of the rival states and the unification of the country under one ruler.

The first state conquered was Hann in 230 BCE. The next deadly rival to be dealt with was Zhao. The states had had bitter conflicts in the past (Zhao would never forget the slaughter of over 400,000 captives after the Battle of Changping) and there was also a personal element as Ying Zheng had been a hostage held at the Zhao court. Qin had previously dispatched an army under general Huan Yi which crossed into Zhao and captured the city of Wucheng, killing more than 100,000 Zhao warriors in the process. When the Zhao capital Handan came under siege, a Zhao relief force under Li Mu was sent with 1,500 chariots, 13,000 cavalry and 50,000 elite troops. Judged to be too weak to confront the Qin army in open battle, the Zhao king offered another 100,000 men as reinforcements. Li Mu made a fortified camp at Fei and the Qin army was lulled into a false sense of security. The Qin commander, Huan Yi divided his forces and sent a detachment to capture Ganquan. Li Mu then attacked the Qin camp in a night attack in three columns, utterly defeating the Qin force left behind. The remnants of the Qin force fled towards the main group at Ganquan. Li Mu then met the rest of the Qin army and defeated it.

BUILDING A NEW FUTURE

The Great Wall was not the only legacy Qin Shihuangdi left China. During his reign, several major construction projects were completed. These used drafted peasant labour as well as soldiers and convict forced labour. His own tomb, started in his early reign, is said to have needed 700,000 workers. A detailed description is included in the Shiji written by Sima Qian complete with crossbow booby traps and maps with mercury rivers and lakes. It has yet to be excavated.

Interestingly, the Shiji makes no mention of the Terracotta Army. The Emperor had also built a vast network of expressways leading from the capital Xianyang to all points of the empire. Meng Tian in 212 BCE was ordered to build a major north-south route known as the Straight Road from the capital to far away Inner Mongolia. In parts it was as wide as 24 metres.

During the Qin period, it is estimated that up to 6,800 kilometres of roads were constructed in contrast to nearly 6,000 for the whole Roman empire!

After Hann had been conquered, Ying Zheng sent a more powerful force led by his generals Wang Jian and Yang Duanhe against Zhao. Li Mu inflicted several defeats on the Qin army but a stalemate developed in the Huiquan Mountains as neither force was strong enough to gain the upper hand. Qin then dispatched a secret agent, Dun Ruo, to Zhao to set a plot against Li Mu. The basis of this was that he was not pursuing the campaign strongly enough and needed to be replaced. Li Mu got word of this and fled, his replacement Zhao Cong sending men to hunt down and kill him. Learning that the Zhao forces were in a state of unrest, Wang Jian attacked the Zhao army, killing Zhao Cong and eventually capturing Handan and the Zhao king in 228 BCE. Zhao was now conquered.

After an assassination attempt on his life by Yan, Ying Zheng ordered an immediate reprisal attack on Yan in 226 BCE. The Qin army, led by Wang Jian, captured Jicheng, the capital of Yan, and forced the conspirator Prince Dan to commit suicide. His head was sent to the Qin king which was enough to ensure temporary peace between the two states.

Qin then sent an army in 225 BCE under general Wang Ben to invade Wei. Besieging the Wei capital, they breached a river dam, inundating the city. After three months, the city was captured and the state of Wei conquered.

With Hann, Wei and Zhao conquered, the state of Chu now needed to be confronted. Ying Zheng summoned Li Xin, a general with a growing reputation and asked him to estimate how many troops he would need to subdue Chu. Li Xin requested 200,000, although an older general, Wang Jian, felt a minimum army of 600,000 was required for the mission. Li Xin was sent forth and captured two Chu cities and his assistant Meng Tian (later famed for building the Great Wall) seized another. After a forced march of three days, the Qin army made camp awaiting Meng Tian's detachment before assaulting Chengfu.

Wary as they were and against the strict regulations of Qin, the army made camp without building a secure perimeter barricade. They were then violently attacked by the Chu army under Xiang Yan in a night assault. Their attackers were wrapped in black cloth with only their left arms wrapped in white cloth. The Qin army was severely defeated with only 30,000 escaping the ambush. Meng Tian was also ambushed but managed to fight his way through to Li Xin's force which by now had dwindled to only 10,000 men. Both entered Chengfu and Li Xin committed suicide in disgrace. The king of Qin when he learned of the news is said to have smashed everything on his desk in rage.

Wang Jian was summoned and granted an army of 600,000 to defeat Chu. Chu swiftly mobilised a larger army and awaited the Qin army on the border. Wang Jian had the army build defence works but made no attempt to engage the Chu army. Meanwhile a second Qin force under Meng Wu manoeuvred to the east. The Chu army grew lax and made to move out, Wang Jian then made a surprise attack on their adversary with 50,000 mounted troops, defeating the Chu main army. The Qin army then

went on to capture major cities, and within three months, the Chu capital, Xinying, together with the Chu king had been captured. The remnant Chu forces under Xiang Yan held out south of the Huaishui River.

The Qin army in 222 BCE, led by generals Wang Jian, Meng Wu and Meng Tian, defeated the Chu army at Shiji. This battle was noteworthy for the use of elite forces, warships and large war machines to effect the river crossing. After defeat and escaping to the nearby city of Changping, Xiang Yan drew his sword and cut his throat uttering the words:

"Remember even if Chu has only three households left, it will destroy Qin in the end,"

Shortly afterwards Wang Jian continued the operation in the south mopping up rebellions in the former state of Yue. Chu was now finally conquered. Annexations of Yan and Qi soon followed. The country was now united under the rule of Ying Zheng.

"HE BUILT THE GREAT WALL..."

Perhaps the most famous legacy of the Qin Dynasty was the Great Wall or chang cheng. Its architect was the famous general Meng Tian who was ordered to build a wall around the newly unified kingdom in 221 BCE. This colossal project lasted some ten years and needed 300,000 men to complete. He faced many challenges, not the least of which was clearing away hostile nomad tribes before he could start building beginning with the Ordos loop area.

In part, the Great Wall made use of existing walls built by the states of Yan and Zhao in the north and Qin in the east. The wall followed the contours of the land as far as possible and constructors had to use local materials to avoid logistical problems.

In some parts, the wall rises to mountain peaks 2,000 metres high. In other parts, it crosses barren deserts which require a different form of construction using layers of rammed earth reinforced with twigs and plants. Although the famous stone wall is of the later Ming dynasty, nevertheless, there are sections of the original Qin wall still existing over 2,000 years after it was built. The Shiji has a description of this in passing in its biography of Meng Tian:

"...taking advantage of the lie of the land and making use of the passes. It started from Lintao and went as far as Liaodong, extending more than 10,000 li. Crossing the Yellow River, it followed the Yang Mountains and wriggled northwards. His army was exposed to the elements in the field for more than ten years when they were stationed in the Shang province, and at this time Meng Tian filled the Xiongnu with terror."

Sima Qian – Shiji

WARRING STATES

“Confronted with an enemy whose formation is disorderly and whose soldiers are in a hubbub, we can gain advantage by launching an attack immediately. The principle goes – seize the enemy when it is in chaos.”

*A Hundred Marvellous Battle Plans –
Battle of Cbaos (Luan Zhan)*

This army list has been written to help you create an army of the Warring States. The Warring States period was a time of great turmoil and change. During this period, the nature of warfare also changed as the struggles between the rival states led to total war waged by massed armies and the old ideas of chivalry were swept aside. It was also a time of military development that saw the Chinese states conquered by one state – Qin. China finally became a united country under the stern rule of the First Emperor. This led to the Qin Dynasty, made famous by the Terracotta Warriors of Xian.

ARMY LIST OPTIONS

Warring States

Characters: Up to 25% of the points value of the army may be spent on characters.

Chariotry & Cavalry: Up to 25% of the points value of the army.



Infantry: At least 33% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May have only two selected options per 1,000 points.



CHARACTERS

0-1 GENERAL (jiang jun)

YANG GENERAL *

	M	WS	BS	S	T	W	I	A	LD	Pts
Yang General	4	6	6	4	4	3	6	3	8	140

Equipment: Armed with a hand weapon.

Options: May have a Noble Sword (+2 pts), shield (+2 pts), light armour (+2 pts), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rule: *Army General.*

YIN GENERAL

	M	WS	BS	S	T	W	I	A	LD	Pts
Yin General	4	5	5	3	3	2	6	1	9	140

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rules: *Army General. Military Strategist.*

Designer's Note: *The Army General may be either a Yang General representing the heroic upfront school of generalship or a Yin General who leads by superior strategy. Chinese history is replete with examples of generals who fought in either way. Some may have gone to the extreme of being unarmed and unarmoured!*

COLONEL (si ma)

	M	WS	BS	S	T	W	I	A	LD	Pts
Major	4	5	4	3	3	2	5	2	8	75

Equipment: Armed with a hand weapon and bow.

Options: May have a shield (+2 pts), light armour (+2 points), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rule: If no other Army General is taken, the Colonel may be made *Army General* for +25 pts.

0-1 ARMY STANDARD BEARER

(jun dui zhang qi shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts) and horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rule: *Army Standard Bearer.*

0-1 ARMY MUSICIAN (jun dui yue shi)

	M	WS	BS	S	T	W	I	A	LD	Pts
Musician	0	3	3	3	3	1	4	1	8	20

Equipment: Armed with a hand weapon and very big drum or gong!

Options: May have light armour (+2 pts).

Special Rule: *Army Musician.*

0-1 MILITARY STRATEGIST (jun shi jia)

	M	WS	BS	S	T	W	I	A	LD	Pts
Mil. Strategist	4	2	2	3	3	1	3	1	7	25

Equipment: Armed with a hand weapon.

Special Rule: *Military Strategist.*

Designer's Note. *Military advisors to the famous warlords and leaders usually wore civilian garb. Some are noted to have been of an eccentric appearance, this offers the gamer a great opportunity to come up with an unusual model!*

CHARIOTRY & CAVALRY

CHARIOTS (shuang lun zhan che)

	M	WS	BS	S	T	W	I	A	LD	Pts
Heavy Chariot	6	4	4	3	4	2	4	4	8	66

Equipment: Two crewman with hand weapons – one armed with a spear tipped halberd and one armed with a crossbow riding in a four-horse heavy chariot with driver.

Options: Crew may have light armour (+2 pts each) or heavy armour (+4 pts each). May make spear tipped halberd 'long-handled' (+2 pts).

Special Rule: *Chariots. Long Handled Weapons.*

CHARIOT RETINUE

	M	WS	BS	S	T	W	I	A	LD	Pts
Chariot Retinue	5	4	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and shield or dagger axe.

Options: May have light armour (+2 pts).

Special Rules: *Light Infantry. Chariot Runners.* Up to one unit of 10 models per chariot fielded. Initially deploy within 6" of the Chariot model.

0-1 LIGHT CAVALRY LANCERS

(chi mao zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	7	3	3	3	3	1	3	1	7	15

Equipment: Lancers are armed with hand weapons and spear tipped halberds.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry.*

0-1 LIGHT CAVALRY ARCHERS**(gong jian zhuang jia shibing)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Archer	7	3	3	3	3	1	3	1	7	14

Equipment: Archers are armed with bows.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry*.

0-1 LIGHT CAVALRY CROSSBOW**(shi gong zhuang jia shi bing)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbow	7	3	3	3	3	1	3	1	7	16

Equipment: Armed with horse crossbows and improvised weapons.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry*. The horse crossbow used by these troops would not have been as powerful as the foot soldier so has a range of 24", Strength 3 and a -1 save modifier. If they move in their Movement phase, they are unable to fire that turn (they are assumed to have halted to reload their weapons).

INFANTRY**0-1 GUARDS (wei so)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Guards	4	4	4	3	3	1	4	1	8	18

Equipment: Armed with a hand weapon, shield and light armour.

Options: May have heavy armour (+1 pt) and upgrade to large shield (+1 pt). May have double-handed sword instead of hand weapon and shield for no extra cost. May have thrusting spear (+1 pt) or spear tipped halberd (+2 pts).

Special Rules: *Drilled*. *Stubborn*.

HALBERDIERS (chi ji shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Halberdiers	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with spear tipped halberds.

Options: May have light armour (+2 pts).

Special Rules: *Combined Formation*. May have up to 50% Archers or Crossbowmen in the unit.

SPEARMEN (chi mao shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearmen	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, thrusting spear and shield.

Options: May have light armour (+2 pts) and large shield (+1 pt).

Special Rule: *Combined Formation*. May have up to 50% Archers or Crossbowmen in the unit.

SWORDSMEN (chi jian zhe)

	M	WS	BS	S	T	W	I	A	LD	Pts
Swordsmen	4	3	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon and shield.

Options: May have light armour (+2 pts) and upgrade to large shield (+1 pt).

Special Rule: *Light Infantry*.

ARCHERS (gong jian shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Archers	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a bow and improvised weapon.

Options: May have light armour (+2 pts).

Special Rules: *Light Infantry*. May also be in *Combined Formation* with Spearmen or Halberdiers.

CROSSBOW (nu shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbow	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with a crossbow and improvised weapon.

Options: May have light armour (+2 pts).

Special Rules: *Volley Firing*. *Light Infantry*. May also be in *Combined Formation* with Spearmen or Halberdiers.

MASSED LEVY (zhengshou qunzhong)

	M	WS	BS	S	T	W	I	A	LD	Pts
Levy	4	2	2	3	3	1	2	1	5	4

Equipment: Armed with a dagger axe.

Options: May have sword and shield instead of dagger axe. May have light armour (+2 pts).

Special Rule: *Levies*.

Designer's note: *Warring States forces made use of massed levies to bulk up their armies. Also, during wars of conquest, enemy prisoners of war and defectors were often incorporated into armies – even as wholesale units. For convenience, they are considered the same as Massed Levy.*



SPECIAL UNITS

ELITES (jing ying shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Elites	4	4	3	3	3	1	4	1	8	8

Equipment: Armed with a hand weapon and shield.

Options: May have light armour (+2 pts) and upgrade to large shield (+1 pt). May have double-handed sword instead of hand weapon and shield for no extra cost.

Special Rule: *Light Infantry*.

STRAW DOGS (CONVICTS) (qiu fan)

	M	WS	BS	S	T	W	I	A	LD	Pts
Straw Dogs	4	2	3	3	3	1	3	1	5	3

Equipment: Armed with a hand weapon.

Options: May have javelin and buckler (+2 pts).

Special Rules: *Skirmishers*. *Straw Dogs* – if the unit flees or is destroyed, it does not cause *panic* to any other unit. It is made up of worthless expendable curs so the rest don't really care!



LIGHT BOLT THROWER (she mao jian shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: The machine is equipped with two crew armed with hand weapons.

Options: May have light armour (+2 pts).

Special Rules: *Bolt Thrower*: Range 48", Strength 5/-1 per rank, no save, D4 wounds per hit.

STONE THROWER (reng shi shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Stone Thrower	-	-	-	-	7	7	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	??

Equipment: The machine is equipped with five crew armed with hand weapons.

Options: May have light armour (+2 pts).

Special Rules: *Stone Thrower*: Range 48", Strength 7, no save, D3 wounds per hit.

TORTOISE WAGON (wugui yunhuoche)

	M	WS	BS	S	T	W	I	A	LD	Pts
Tortoise Wagon	6	-	-	-	6	4	-	-	-	50

An infantry unit can be supplied with a Tortoise Wagon. These are thought to have been a form of travelling pavise, allowing infantry units to cross the beaten zone of enemy crossbow fire.

A Tortoise Wagon can provide an infantry unit of maximum six model frontage with hard cover. This is only to the front of the unit. A unit with a Tortoise Wagon may only move at a maximum of 6".

0-1 REPEAT FIRING CROSSBOW CHARIOTS (chongfu fashe shi zi gong)

	M	WS	BS	S	T	W	I	A	LD	Pts
Repeat firing crossbow chariot	6	4	4	4	4	2	4	4	8	120

Equipment: Two crewman with hand weapons armed with a repeat firing crossbow riding in a four-horse heavy chariot with driver.

Options: Crew may have light armour (+2 pts each) or heavy armour (+4 pts each).

Special Rules: *Chariots*. The Repeat Firing Crossbow fires multiple bolts using the traction of the Chariot to cock and fire the crossbow(s). Each turn the Chariot moves, it may fire D6 crossbow bolts at Strength 4. If the player rolls a 1, the device is jammed and may not fire that turn.

Designer's note: Chinese military writings describe many different types of chariot specialisations, from chariots with 'cloud ladders' for observation to various types of spiked shock action and missile firing chariots. Chariots were even adapted to become mobile shrines and large drum platforms.

SPECIAL CHARACTERS

MENG TIAN

	M	WS	BS	S	T	W	I	A	ID	Pts
Meng Tian	4	6	5	3	3	3	6	3	10	200

Equipment: Armed with a Noble sword, spear tipped halberd, light armour & horse (free, increases Move to 8").

Options: May have four-horse heavy chariot bought from the main list.

Special Rules: *Army General. Warrior of Legend. Military Strategist. Stubborn.*

Meng Tian was a famous general of the Qin state. He came from a family of noted generals, and first made his name in the campaign to conquer Chu, then becoming a major player in the final campaign to unify China. Meng Tian is recorded as securing the strategic Ordos Loop area from nomadic horse raiders. This was to lead to perhaps his greatest claim to fame – the Great Wall.

ARMY VARIANTS

"At present Qin coerces me in the west, Chu encircles me in the south, Zhao collides with me in the north, Qi encroaches in the west, Yan cuts off my rear and Hann occupies land to the front. Defending against the troops of six nations in all four directions, our strategic configuration of power is extremely disadvantageous. I am worried. What can be done about this?"

Marquis Wu addressing the Wuji... as quoted in the WuZi

Army of Zhao

- may have 0-2 light cavalry archers instead of 0-1
- may have up to 33% of the points value spent on Chariots and Cavalry
- may take 0-1 units of Nomad Cavalry allies as a Special Unit

Army of Qin

- may make Swordsmen subject to *Frenzy* in which case they lose the benefit of any shields and light armour – having cast them aside! Indicate the Swordsmen are becoming subject to *Frenzy* as your charges are declared. This can be done in any turn and not all the Swordsmen units need to become frenzied at the same time.

Should the unit lose frenzy but remain on the table, it does not regain any armour or shield benefits.

- may have 0-2 light cavalry lancers instead of 0-1
- may take 0-1 units of Nomad Cavalry allies as a Special Unit.

Army of Yan

- may have additional drummers given to infantry units (+5 pts). Any unit so equipped automatically wins a drawn combat by 1 pt, rather than having to resort to a Musicians' roll-off.
- may have an Eastern Shaman (wu), may not take a Military Strategist.
- may make infantry units (other than Massed Levy) *Stubborn* (+3 pts).

The Warring States used similar arms and armies, however there were cultural and other differences between them. Some were more technologically advanced and noted for the high quality of their weapons such as the State of Hann. Others were viewed as more primitive or less 'Chinese' being formed from peoples only recently introduced to the benefits of Chinese culture. Terrain also played a part – some had wide open steppe areas which ideally suited chariot or cavalry warfare, others had mountainous or marshy conditions that better suited light infantry tactics.

Some of these specific regional differences were noted in writings. Obviously, there was probably a large amount of prejudice or stereotype in these comments but like all such stereotypes, there was probably enough truth to give them credence to people at the time.

It does give gamers an opportunity to create Warring States armies themed to specific states. Players can also give their army its own character. In this way, we encourage players to come up with an alternative to the inevitable Terracotta Army if they so wish.

Some ideas on colour schemes for Warring States armies are included in the Modelling section.

For each state three variants are shown. These mainly affect the Special Units chosen, army composition or may introduce unit types specific to that state.

Army of Chu

- may make 0-1 unit of crossbow into Guards, *Drilled* with heavy armour (+4 pts).
- may take 0-1 Foot Barbarians allies as a Special Unit.
- may take an Eastern Shaman (wu) if a Military Strategist is not taken.

Army of Qi

- may give 0-1 Elite units Noble Swords instead of swords (+1 pt), must be used in Skirmish formation
- may take 0-1 Foot Barbarians allies as a Special Unit.
- may take 0-1 Eastern Shaman (wu).

Army of Hann

- may take 0-1 Repeating Crossbow unit as a Special Unit choice.
- may give units *Inspiring Red Banners* (+15 pts).
- may give 0-1 Halberdier or Spear unit heavy armour (+3 pts).

Army of Wei

- may have up to 33% of the points value spent on Chariots and Cavalry.
- may take 0-1 units of Nomad Cavalry allies as a Special Unit.
- may give infantry units (other than Massed Levy) heavy armour (+3 pts).



0-1 EASTERN SHAMAN (wu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Shaman	5	3	3	3	3	2	4	1	5	50

Equipment: Armed with a hand weapon.

Options: None.

Special Rules: *Eastern Shaman* – The Shaman causes fear.

Designer's Note. *Shamen in the Far East spent most of their time healing the sick, communing with the spirits and hopefully raising the morale of warriors prior to the battle with their predictions. Their importance diminished as established belief systems such as Daoism and Confucianism took hold. Garbed as they were in animal skins, employing strange musical devices and mumbling strange oaths, they must have presented a fearful appearance to the enemy.*

"Prohibit mediums and shamans from divining about the army's good and bad fortune on behalf of the officials and officers."

From The Middle Strategy of Huang Shi Gong

0-1 NOMAD CAVALRY (XIONGNU) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Xiongnu	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow.

Options: May have throwing spear (+1 pt) and shield (+2 pts).

Special Rules: *Allies. Light Cavalry. Steppe Nomad Cavalry.*

0-1 FOOT BARBARIANS (QIANG/YI/YUEH) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Foot Barbarians	5	2	3	3	3	1	4	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points cost.

Special Rules: *Allies. Skirmishers.*

0-1 REPEATING CROSSBOW (chongfu fashe shi zi gong)

	M	WS	BS	S	T	W	I	A	LD	Pts
Repeating Crossbow	4	3	3	4	3	1	3	1	7	15

Equipment: Armed with a hand weapon and repeating crossbow.

Options: May have light armour (+2 pts).

Special Rules: *Light Infantry. Repeating Crossbow.*

INSPIRING RED BANNERS (hongse de hengfu)

Before the battle begins, the player owning units with Red Banners may roll a D3 for each unit. The player may add a +1 bonus to any one combat resolution involving this unit this many times during the ensuing battle. The player must nominate which combat resolution after charges are declared. The player must nominate to use the bonus before blows are struck.

BATTLE OF CHANGPING 260 BCE

"If I were made commander, I would drive him and his army out like an autumn wind sweeping away fallen leaves."

*Zhao Kuo to the King of Zhao,
on defeating the Qin army led by Wang He – 260 BCE*

The Battle of Changping is a climatic conflict during the Warring States period. It marked the rise of the state of Qin and was a major stepping stone on their eventual conquest of the other leading states. Although the state of Zhao was not conquered as a result of the battle, it was fatally weakened, reputedly more than 400,000 warriors of Zhou were buried alive after the battle.

To get the true flavour of Changping, which is really a series of battles and actions, it is offered in the form of a mini-campaign. Gamers can either play this as such over a long session, several sessions or just take the climatic action as the main game.

FIRST BATTLE OF CHANGPING: STAND-OFF WANG HE vs LIAN PO

THE STORY SO FAR...

By 261 BCE, the state of Qin was one of the strongest Warring States. King Zhao of Qin then decided to attack the state of Hann and the Qin offensive succeeded in severing Shangdang County in the north of Hann from the rest of the country. In order to preserve their forces, the Hann commander Feng Ting offered to put the county under the protection of the neighbouring state of Zhao. It was hoped by offering the area to the Zhao King, any offensive action by Qin would entangle Zhao who would need to defend their newly acquired territory. Feng Ting begged for Zhao reinforcements to prop up his garrisons before the inevitable Qin assault. However no reinforcements were forthcoming.

Qin, feeling cheated of territory that was rightfully theirs, marched on Shangdang. Led by general Wang He, the Qin forces overcame the stiff Hann opposition and after a two month campaign forced them to retreat towards Zhao. Finally, a Zhao army of about 200,000 men, under general Lian Po, marched to their relief and met the retreating Hann army at Changping. With the Qin army advancing on his position, Lian Po decided his best option was to camp covering the Jinmen Pass and hold his position at Changping in an extended line. He took the precaution of digging deep pits as water storage cisterns.

When the Qin army arrived, they were confronted by a fortified line covered by a ditch. Groups of Qin fighters tried to draw the Zhao army out into personal challenges but they were met by missiles. A river serving both camps was dammed by Qin. The Zhao, however, had their cisterns to fall back on and continued to resist a full field battle.

Wang He, stuck for ideas and running low on supplies was forced to write to the King of Qin for further instructions.

THE BATTLE AS A MINI CAMPAIGN

This battle can be played as a series of smaller games to simulate the stand-off nature of the fighting in the first phase. This took place over several months. If the victory conditions are met after any one game, the campaign is resolved in favour of the victor.

If not, the players play a further game. The Qin player announces they will play a further game and takes first turn. The number of turns however is limited (see the Special Rules that follow).

At the end of the game, any fleeing units are returned to the deployment area (the errant officers presumably having been subject to harsh punishment!). Any lost units or characters/single models are not replaced (for example, units caught and broken in pursuit).

If both players agree, after the end of a game they can move on to the second phase.

THE BATTLE AS A 'SUDDEN DEATH' SINGLE GAME

The game can be played as a 'Sudden Death' single game at the sacrifice of some of the flavour.

If it is played as a sudden death game, it goes on for eight turns and the players gain 400 Victory points for holding the Headwater point at the end of the game.

SCENERY

The battle accounts refer to the Jinmen Pass and Hills at the rear of the Zhao camp. The Jinmen Hills can be regarded as very difficult terrain – making sense of the pass! The Zhao camp is described as a fortified area surrounded by a ditch. A river is mentioned at the foot of the Jinmen Hills passing through the Zhao camp and running onto the Qin area. Between the armies there would presumably be a cleared area allowing supporting fire from the camp. The Qin deployment area can be wooded to lessen the impact of long range missile fire. Some small terrain features can be placed to add interest. Any terrain used is placed by agreement of the players.

ARMIES

The players choose forces to an equal points value. It is suggested that an army of a minimum of 2,000 points is used but it is probably better played with 3,000+ points.

The Qin General Wang He is a Yang General.

The Zhao General Lian Po is a Yin General.

As an alternative, the players can try giving the Qin a 50% advantage or 2,000 points vs 3,000 points.

DEPLOYMENT

The playing area is formed from two standard sized 6'x4' tables arranged longways to form an area 8'x6'.

The Jinmen Hills and Pass zone is 12" deep. The Zhao camp and deployment area takes up another 18" table depth. There should be a 24" clear area between the armies, and the Qin deployment zone is a further 18" deep.

The river should arise at the base of the hills and can be diverted at point A. A modular river system would be best to represent this so that after being diverted, it bypasses the Zhao camp and runs directly to the Qin camp.

The players deploy in their deployment zones as detailed on the map found on page 65. The Zhao player deploys within the fortified camp as shown on the map.

TURNS

The game runs for six turns each game.

WHO GOES FIRST

The Qin player goes first.

VICTORY

Victory is attained if:

- an enemy general is killed in any one game.
- an army loses more than 50% of its points in any one game.
- either army runs out of supplies which causes them to retreat from their camp (see Lian Po's Waiting Game special rule which follows).

Table quarters are not used to calculate Victory points.

SPECIAL RULES

Lian Po's Waiting Game

Lian Po was a veteran general and a major part of his strategy was to cause the Qin army to withdraw without provoking a risky major battle. He aimed to do this by causing a stalemate which would cause the Qin to exhaust their supplies and retreat. As such he used an Earth strategy by building a fortified camp defending the pass. To support this, he knew his water supply could be cut off so he secretly had deep wells dug. The Qin would have to either attack his defended position at a disadvantage or hope their supplies lasted longer than that of Zhao. Qin tried to bring on an open battle which Zhao sensibly avoided. Both armies thus ended up playing a deadly waiting game.

To simulate this, both players have a secret limit to their supplies. Each represents the number of games they can last.

- 1) A set of playing cards numbered 4 to 10 is randomly placed face down.
- 2) Each player picks a card, this represents how many games they can last in the mini campaign.
- 3) The Zhao player now makes a Leadership test using their Army General to see if they succeed in sinking deep wells as a ruse. If they succeed, they may last three games if the Headwater point is diverted by the Qin player.
- 4) If a player runs out of supplies for the number of games they have played, they must retreat and have lost the campaign. Note that they may decide to make an all out assault in their final game to try to win the battle by force of course.

Fortified Camp

The Zhao player gets a fortified camp with palisade walls and a ditch. This acts as a defended obstacle and hard cover. The ditch is impassable to cavalry, chariots and other wheeled vehicles. To allow units to exit, two gate sections are suggested. One unit may exit at a time as in the main WAB rulebook rules for gates on page 17.

The players can use a card marker outlining the rampart and ditch or a suitable model such as a Roman marching fort to simulate this.

The fortified camp may be shot at and has the following characteristics:

Palisade wall – Toughness 5 with 2 Damage points.

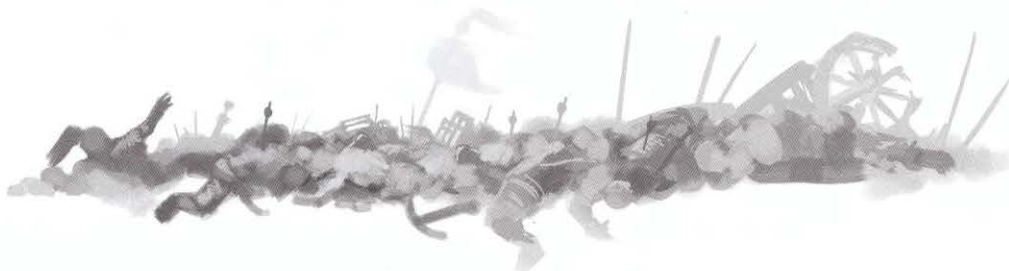
Gate – Toughness 6 with 1 Damage point.

Damage is carried over to the next game if the Qin player wins that game.

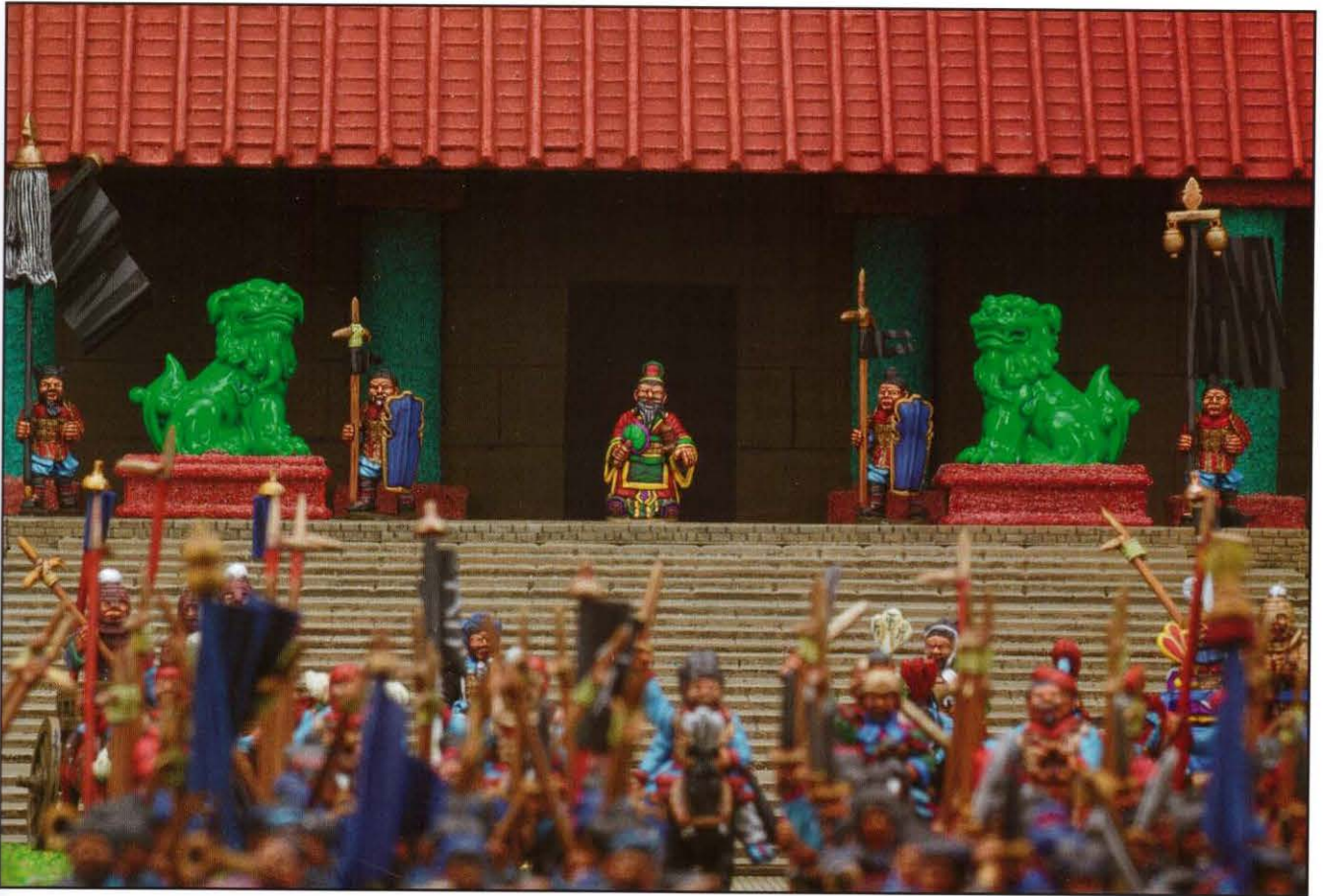
THE HEADWATER POINT A

The Qin successfully dammed the river so that it no longer flowed through the Zhao camp. More likely it was diverted as the Qin camp is described as downstream of the original river so they would still get the benefit of it.

If the Qin player maintains an infantry unit or cavalry unit of more than 10 models at this point for two turns without being in combat or shooting, they have diverted the river. The Zhao player may now only last three games if they succeeded in sinking wells under Lian Po's Waiting Game.



THE ART OF WAR



The future First Emperor of China, Ying Zheng, leaves his palace to review the army.

The Emperor



Right: A military strategist prepares more tactical advice for his Lord.



Mounted officers from the Warring States period.

King of "All under Heaven". On becoming First Emperor of China, Ying Zheng became known as Qin Shihuangdi.





THE WARRING STATES PERIOD



Army musicians pound out the orders.



Crossbowmen from the state of Qi.



Mounted light crossbowmen



Lancers and closeups of facial details



Halberdiers armed with the fearsome spear tipped axe



A Qin general's chariot with parasol detail above.

BATTLE OF MALIN PASS



As Pang Juan reads the note foretelling his death, the army of Qi ambush the army of Wei with a hail of arrows and crossbow bolts.



THE SHANG & ZHOU DYNASTIES



*Above: Shang nobles
and details of weapons*



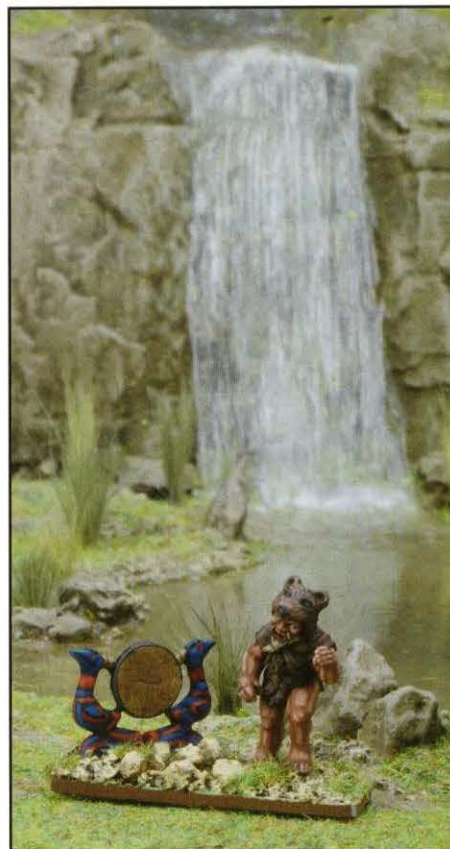
A Shang chariot



Zhou chariots



All traitors must die!



A shaman looks to predict the future.



Zhou troops attempt to subdue a village still loyal to the Shang.

THE HAN DYNASTY



Above and below: Han archers and spearmen, with details of alternative shield and uniform colours.



Han archers



A stone thrower is prepared for action.



By the end of the Han Dynasty, the chariot had been almost completely replaced by cavalry.

CHINA EXPANDS



China is a vast country and experiences many different climates, as this Han lookout can testify!





The Han commander and advance units arrive to the sound of drums, gongs and cymbals.



REBELLION AND INCURSION

Internally, China was often beset by rebellions - notably, during the time of the Han dynasty, the Red Eyebrows and then the Yellow Scarves.



The local Han commander takes to task a group of Red Eyebrow supporters and a wuxia.

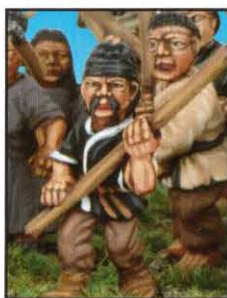
*Right: Innocent civilians
or Rebel leaders?*



A large mob of rebellious peasants.



There can be no doubt which of these Han troops have deserted and joined the Yellow Scarves, as they join forces with the local population to fight the Han garrison.



Above: Some close-ups of the mob.

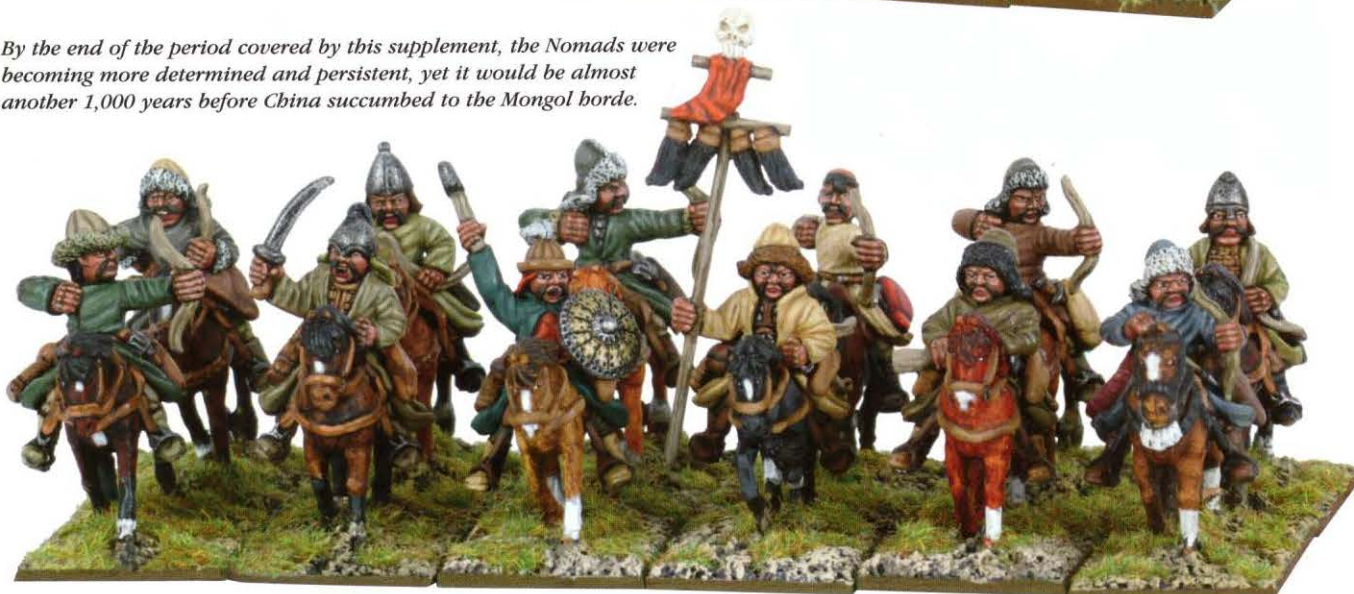


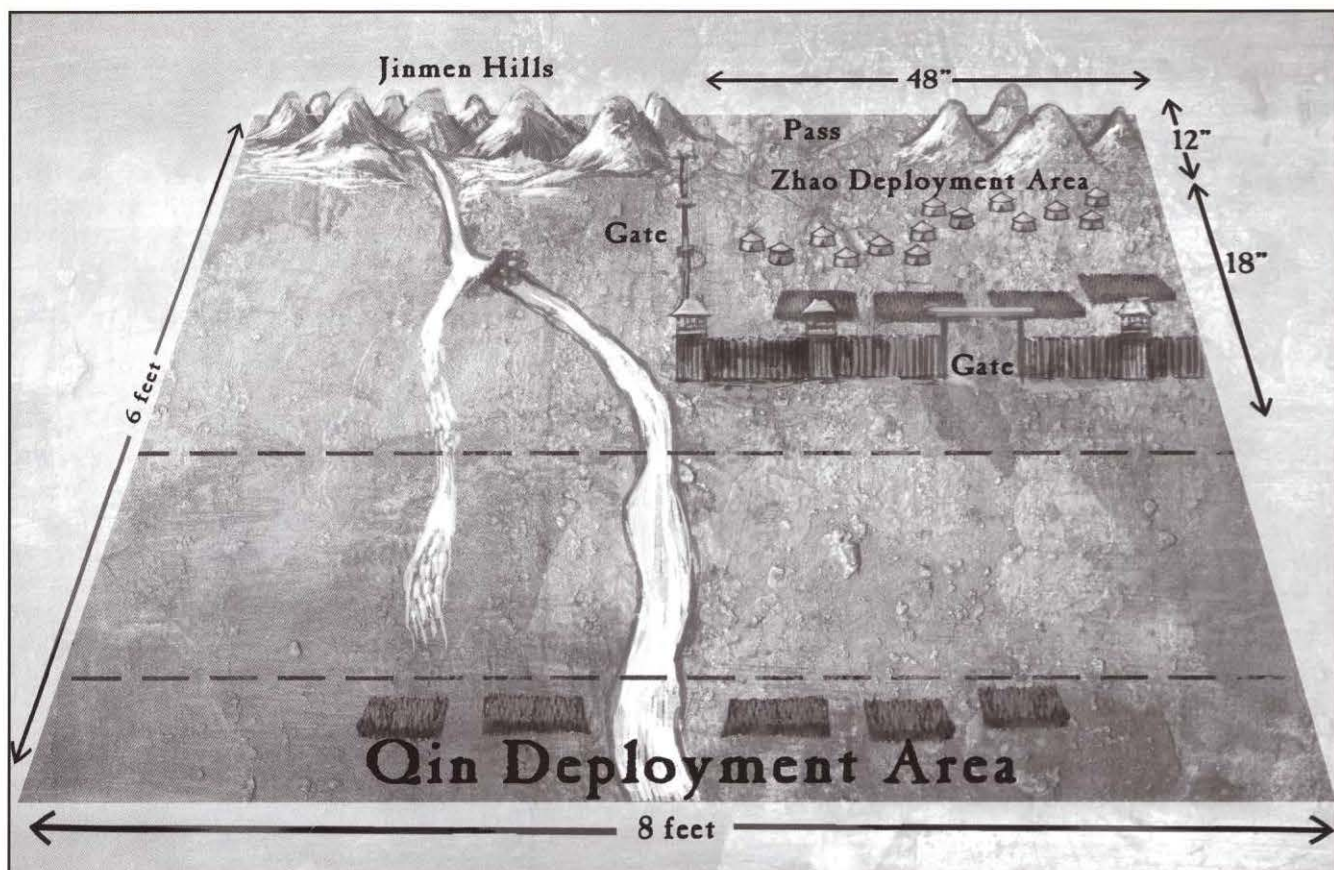
Externally, China was constantly harassed by Steppe Nomad tribes and took to building walls to try to keep them at bay...

These light horse archers can also be used as Eastern Steppe Nomads



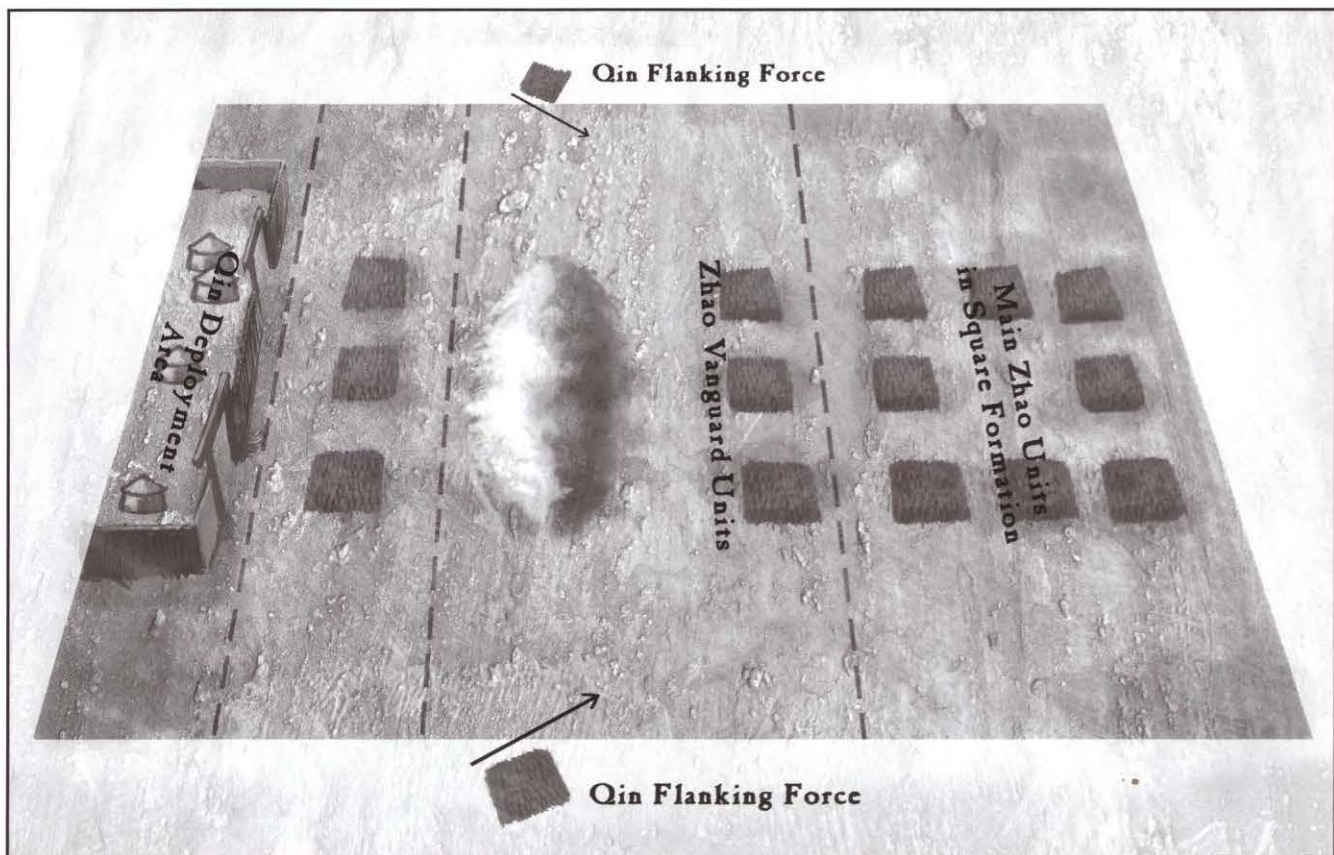
By the end of the period covered by this supplement, the Nomads were becoming more determined and persistent, yet it would be almost another 1,000 years before China succumbed to the Mongol horde.





Above: First Battle of Changping

Below: Second Battle of Changping



SECOND BATTLE OF CHANGPING: SHOWDOWN ZHAO KUO vs BAI QI

THE STORY SO FAR...

After the King of Qin called a council of ministers, a plan was put into place to sow discord at the court of the Zhao King so that Lian Po would be disgraced and replaced with a less capable successor. Lian Po's wise waiting strategy did look suspiciously like reluctance to fight and eventually Zhao Kuo was appointed as replacement general. Although strong in military theory, he lacked practical experience and the wisdom that came with that.

"To command an army is a dangerous task. Even with the utmost care and consideration, there will always be faults in one's plans. Zhao Kuo however treats warfare as if it were a game. If he was ever to become a commander, the Zhao army would be finished."

Zhao She, father of Zhao Kuo speaking to his friends

The Zhao King summoned Zhao Kuo and gave him command of the Zhao army. He was also given an additional 200,000 troops and set off for Changping.

Meanwhile the Qin King secretly placed command of the Qin army under the feared and very capable general, Bai Qi – the Qin army had also been reinforced to over 500,000 men. Arriving at the Changping front, Zhao Kuo lost no time in overturning the previous strategy. After replacing the local commanders, he advanced his force, now swollen to over 400,000 men, on the Qin army. They deployed in columns in a square formation (fang zhen).

"If the Qin forces dare to attack again, the entire army must leave the camp to fight them. When they retreat, we must pursue them to the end, allowing none of them to escape. Anyone who attempts to remain in the camp will be executed."

Zhao Kuo to his troops

Bai Qi put his adversary to the test by sending out a small vanguard force of about 3,000 men. Zhao Kuo took the bait and routed these with a larger force of 10,000. Now flushed with success, Zhao Kuo issued a challenge to the Qin army to fight a decisive battle. Bai Qi, keeping his presence at the front a secret had Wang He reply.

"Let us fight tomorrow."

After the Qin forces made a strategic withdrawal, Zhao Kuo pursued them right up to their fortified camp. Now it was the Qin army's turn to rain missile fire on the Zhao army from their prepared positions. The Qin army meanwhile had prepared an ambush and the Zhao army was split in two.

THE GAMES

The game can be played as a decisive battle by counting Victory points as normal with the exception that table quarters are not counted. If the Zhao player has a unit inside the fortified camp at the end of the game, they get 200 Victory points. If they do not, the Qin player gets 200 Victory points.

SCENERY

The battle accounts refer to a hill area that the front column of the Zhao army used as a temporary rallying point and camp. Other than that, minor scenery can be added to taste by agreement of the players.

ARMIES

The players choose forces to an equal point value. It is suggested that an army of at least 2,000 pts is used but it is probably better at 3,000+ pts.

The Qin General Bai Qi is a Yin General.

The Zhao General Zhao Kuo is a Yang General.

DEPLOYMENT

The playing area is formed from two standard sized 6'x4' tables arranged longways to form an area 8'x6'.

The Qin player deploys his forces into:

- a vanguard unit
- two Flanking Forces
- the remainder in the fortified camp.

The Zhao player deploys his forces into a square formation formed of two equal lines of units. A unit is taken from each and deployed between the two columns. The two lines of units are kept a minimum of 12" apart. A vanguard unit is deployed in front of the first line.

The players deploy in their deployment zones as detailed on the map on page 65.



URNS

The game runs for eight turns.

WHO GOES FIRST

The Zhao player goes first.

VICTORY

Victory is attained if:

- an enemy general is killed in any one game
- an army loses more than 50% of its points

SPECIAL RULES

Bai Qi's Lure

Bai Qi employed cunning at the Second Changping by firstly hiding his identity from his adversary until the last minute, thereby lowering the morale of the Zhao army. This was to give added shock value based on his tremendous reputation. He also behaved more cautiously, luring Zhao Kuo deeper into the prepared ambush ground he had laid outside his army camp. Zhang Kuo believed he was fighting Wang He, who he felt he could defeat. He did not however believe he could beat Bai Qi.

1) A Zhao army unit must either pursue, charge or move towards a Qin army unit that is fleeing within its line of sight.

2) When the Qin Army General is within 24" of the Zhao army, the Zhao Army General must take all Leadership based tests at -1 for that turn.

Fortified Camp

The Qin player gets a fortified camp this time with palisade walls and a ditch. This acts as a defended obstacle and hard cover. The ditch is impassable to cavalry, chariots and other wheeled vehicles. To allow units to exit, two gate sections are recommended.

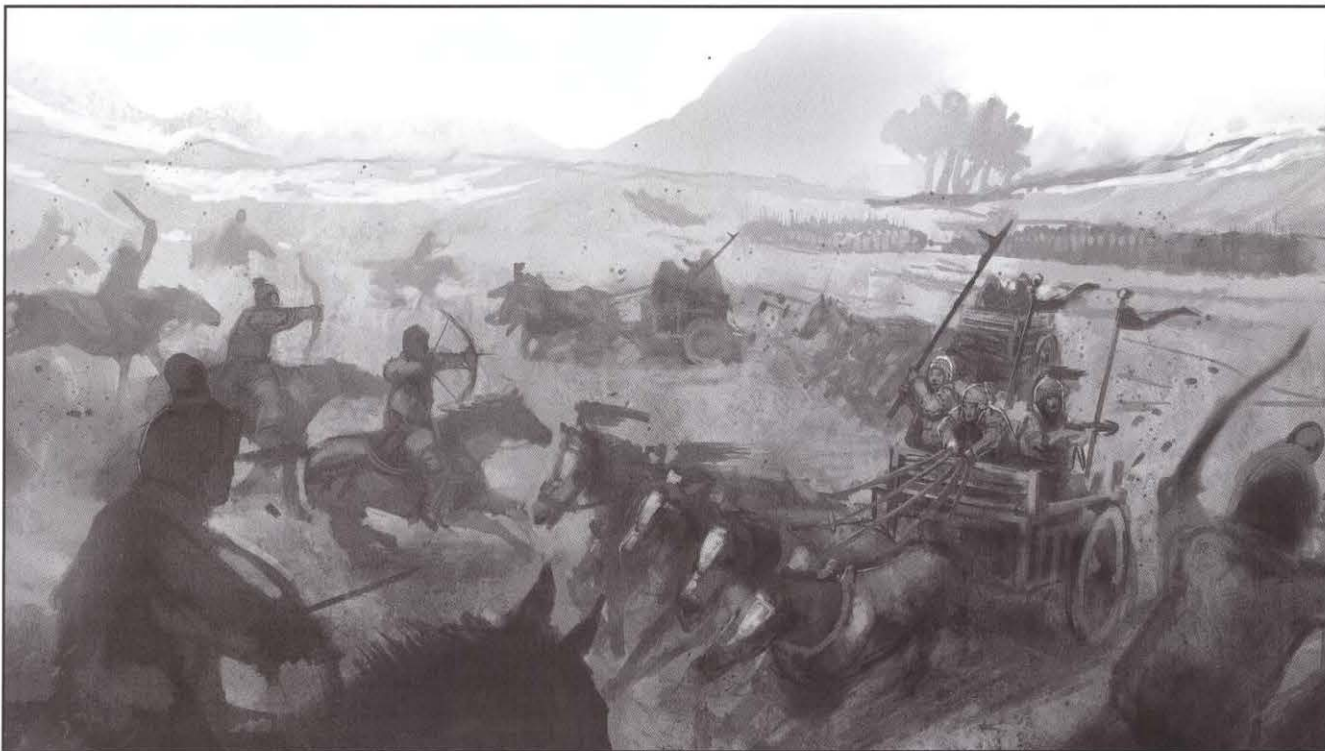
The players can use a card marker outlining the rampart and ditch or use a suitable model such as a Roman marching fort to simulate this.

Vanguard units

The Qin and Zhao vanguard units can move further onto the table at the start of the game like skirmishing units do in the Pitched Battle scenario. They are able to use the *Feigned Flight* rule.

AFTERMATH

The front line of the Zhao army was cut off from its supplies and the rest of the army. Surrounded by the entire Qin army, they were forced to make a temporary camp. For 46 days, the Zhao army was under siege. Qin mobilised another 400,000 troops led to the front by the Qin King himself. Trying to break out of the encirclement with 5,000 cavalry, Zhao Kuo was dismounted and struck down by many arrows. Feng Ting, the Hann commander, seeing the situation was hopeless committed suicide. The Zhao army was forced to surrender under terms from Bai Qi. They were duly feasted that night and slept well thinking they would be released. Bai Qi had no such intention and ordered their execution in the night by burying them alive. Reputedly more than 400,000 soldiers of Zhao died in this way. Following their victory, the Qin forces marched on the Zhao capital, Handan. The army of Wei came to its rescue but never again was Zhao to attain its former glory.



EASTERN STEPPE NOMADS

"You have made us powerful and bloodthirsty, O Son of Heaven! You have pushed us back beyond the land of our ancestors. By your will, we have become outlaws. Better still! In order to ensure our banishment from the world, you erected a wall. Do you know that at the same time you created an enemy who would threaten your borders for centuries to come? And that you introduced a fear of strangers into your hearts that would last for thousands of years?"

Modun, Son of Tuman 209 BCE - 174 BCE

This army list has been written to help you create an Eastern Steppe Nomads army. The Ancient Chinese had to protect their civilisation from hordes of minority peoples. They came from a variety of cultures; some were settled agricultural people, others fierce steppe nomads. Despite the traditional Chinese disdain for those from the periphery of the Empire, they adopted many methods of warfare from the nomads. The nomads in turn were keen to use any Chinese civilisation or technology that they could.

EASTERN STEPPE NOMADS OPTIONS

The Eastern Steppe Nomads were fairly similar in type but differed in their weaponry and tactics. The various tribes have been given a different character to make them play differently to provide more variety for the players. In actuality, they may not have been so very different. As most did not have a written language, we have to rely on their enemies for details. Some assumptions have been made on army composition, troop types and capabilities. These are a personal interpretation of the nomads which players are free to alter by agreement. Other Warhammer Ancient Battles supplements have nomad tribes and players are free to try these, for example, Frontier Horse from the *Alexander The Great* supplement if they feel they give a better representation of that type of nomad.

Caravans and Yurts have been gathered together into a common section at the end. These may have been very similar between the various tribes and are Special Unit choices.



WUSUN

The Wusun were first mentioned in Chinese accounts of the campaigns in Xi Yu or the western district. They are thought to have been neighbours to the Yuezhi but after defeating the Yuezhi gained possession of the Ili basin in modern day Kazakhstan. They were said to be of Transoxanian form and of Caucasoid appearance with 'grey eyes and red beards'. At their height they were said to have been a nation of 630,000.

The peoples of the Wusun formed an alliance with the Han in 110 BCE when the ruler of the Wusun, the *kun-mo* married a Han princess. They joined with the Han in their offensive against the Xiongnu in Xi Yu. When the Chinese were forced to retreat from the area, they are thought to have migrated to the Pamir Mountains. Some hold they were the ancestors of the Pechenegs.

Characters: Up to 25% of the points value of the army.

Cavalry: At least 50% of the points value of the army.

Infantry: Up to 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

May have up to 25% Allies instead of selected options:

- Eastern Han from the Han Chinese list.

Special Rule: Horse Archers may have the *Fast Pass* ability.

CHARACTERS

0-1 ARMY GENERAL (*kunmo*)

	M	WS	BS	S	T	W	I	A	LD	Pts
Kunmo	5	6	6	4	4	3	6	3	9	185

Equipment: Armed with a hand weapon, light armour, thrusting spear and bow.

Options: May have a throwing spear instead of thrusting spear, buckler (+1 pt), horse (free, increases Movement to 8").

Special Rules: *Army General*. If mounted on a horse, counts as *Steppe Nomad Cavalry*.

CHIEFTAIN (*shouling*)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftain	5	4	4	4	3	2	4	2	8	55

Equipment: Armed with a hand weapon, light armour, thrusting spear and bow.

Options: May have a throwing spear instead of a thrusting spear, buckler (+1 pt), horse (free, increases Movement to 8").

Special Rule: If mounted on a horse, counts as *Steppe Nomad Cavalry*.

0-1 WAR BANNER BEARER (*zhazheng hengfu*)

	M	WS	BS	S	T	W	I	A	LD	Pts
War Banner Bearer	5	4	4	4	3	2	4	2	8	85

Equipment: Hand weapon and light armour.

Options: May have a buckler (+1 pt) and horse (free, increases Movement to 8").

Special Rules: *Army Standard Bearer*. If mounted on a horse, counts as *Steppe Nomad Cavalry*.

CAVALRY

0-2 NOBLES (*guizu*)

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	8	4	4	3	3	1	4	1	8	32

Equipment: Armed with a hand weapon, thrusting spear, bow and light armour.

Options: May have throwing spear instead of thrusting spear, buckler (+1 pt).

Special Rules: *Light Cavalry*. *Steppe Nomad Cavalry*.

CAVALRY

2+ HORSE ARCHERS (*ma gongjian shu*)

	M	WS	BS	S	T	W	I	A	LD	Pts
Nomad cavalry	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow.

Options: May have javelin or throwing spear (+1 pt), buckler (+1 pt) or shield (+2 pts).

Special Rules: *Light Cavalry*. *Steppe Nomad Cavalry*.

INFANTRY

0-1 TRIBAL WARRIORS (*buluo zhanshi*)

	M	WS	BS	S	T	W	I	A	LD	Pts
Warriors	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow.

Options: May have javelin and buckler at no extra points. May upgrade buckler to shield (+1 pt). May have throwing spears instead of javelins at no extra points.

Special Rule: *Light Infantry*.

TRIBAL SKIRMISHERS (*buluo chongdu*)

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers*.

SPECIAL UNITS

TRIBAL AUXILIARIES

	M	WS	BS	S	T	W	I	A	LD	Pts
Tochari	5	2	3	3	3	1	4	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers*.

XIONGNU

The Xiongnu were famous as implacable enemies and very occasional allies and treaty partners of the Chinese. The name itself in Chinese means 'fierce slave' and could be an attempt to render their name in their own language into Chinese. There are references to them from the 4th Century BCE and they became noted as hostile raiders. At that time, China was divided into separate states and the northern territories had to contend with them as well as their Chinese rivals. The Chinese built great walls to limit their ability to raid into their territory with limited success.

By warring on their nomadic neighbours, they were able to carve out a vast empire from the Caucasus to Mongolia. The first founder of the Xiongnu empire was Tuman who united the disparate warring Xiongnu tribes into a confederation. Modun, the son of Tuman was sent into exile with the Yuezhi tribe in the west. Tuman then marched on the Yuezhi as a way of disposing of Modun. He managed to escape and was later allowed to return to the Xiongnu. He was given a tribe of 10,000 horsemen to command which he trained intensively.

During a training exercise in 209 BCE, he made sure his father was 'accidentally' in the line of fire and he became the new ruler. He re-organised the army and started a number of aggressive campaigns against the neighbouring tribes such as the Dong Hu, Dingling, Yuezhi and others, bringing them under his rule. By 203 BCE, they had control of the trade routes to the west which together with their raids and trade brought great wealth to the Xiongnu. Although Modun hesitated in invading China properly, he defeated the attempted invasion by the first Han emperor and forced the Chinese to pay tribute to the Xiongnu.

His successor, Jiyu, married a Han princess which allowed the Han to send spies disguised as officials or merchants into the Xiongnu territories. They encouraged the subject people to rise up against their Xiongnu masters. Then, later in the reign of the Han emperor Wudi, the Xiongnu found themselves faced by extensive Han invasions. Later on, they lost control of the Silk Road trade routes in 60 BCE and the subject tribes revolted in 85 BCE.

During Huhanye's reign, the Xiongnu empire split into two empires in 55 BCE. One migrated to the Ordos region to the north of China and the other to the Xi Yu area near Sogdiana. At first the western Xiongnu managed to regain control of former subject tribes such as the Wusun and Dingling but were shattered by Han adventurers in 36 BCE.

The eastern Xiongnu party under Yu Shan Yu managed to restore some of their territories. They then faced two powerful foes – the Xianbei to the north and the Han Chinese to the south. Internal divisions, famines and plagues led to the division of the Xiongnu into a northern and southern party in 48 CE. The southern Xiongnu accepted Han rule but the northern Xiongnu now had to face continuous Xianbei attacks. A renewed Han offensive from the south gained over 50 important trading centres from the northern Xiongnu and they were finally shattered by the Xianbei in 156 CE. The remnants of the northern Xiongnu migrated westwards whilst the

southern branch accepted subjugation by the Han in 216 CE. Some small remnant Xiongnu enclaves lived on in north China where they formed smaller kingdoms at a later date.

The Xiongnu were thought to have had a religion based on shamanism like many of the nomads. They sacrificed white horses and drank their blood in special ceremonies. Originally they were pastoralists with their economy based on herding and animal husbandry. Later, in the 1st Century BCE, they made settlements and raised crops such as millet, barley and wheat. They also produced many of their own goods including smelting bronze and iron. Much later on they even inhabited cities, one called Dongwangzheng was discovered in modern day Shaanxi province in 2002 with earthen walls as hard as stone. The horse was key to their society, being important for hunting and war as well as for moving from site to site.

Characters: Up to 25% of the points value of the army.

Cavalry: Any amount of points may be spent on cavalry

Infantry: Up to 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

May have up to 25% Allies instead of selected options:

- Qiang Allies from the Early Chinese Tribes list
- Wuhuan Allies from Eastern Steppe Nomads list.

CHARACTERS

0-1 ARMY GENERAL (shanyu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Shanyu	5	6	6	4	4	3	6	3	9	190

Equipment: Armed with a hand weapon, light armour, thrusting spear and bow.

Options: May have a throwing spear instead of a thrusting spear, Noble Sword (+2 pts), shield (+2 pts), light armour (+2 pts), lamellar armour instead of light armour (+2 pts), horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: *Army General. Fearsome.* If mounted on a horse counts as *Steppe Nomad Cavalry*.

CHIEFTAIN (shouling)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftain	5	4	4	4	3	2	4	2	8	55

Equipment: Armed with a hand weapon, light armour, thrusting spear and bow.

Options: May have a shield (+2 pts), throwing spear instead of a thrusting spear, lamellar armour (+2 pts, replaces light armour), horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: *Fearsome.* If mounted on a horse counts as *Steppe Nomad Cavalry*.

0-1 WAR BANNER BEARER (zhanzheng hengfu)

	M	WS	BS	S	T	W	I	A	LD	Pts
War Banner Bearer	5	4	4	4	3	2	4	2	8	85

Equipment: Armed with a hand weapon and light armour.

Options: May have a shield (+2 pts), Noble Sword (+2 pts), lamellar armour (+2 pts, replaces light armour) and horse (free, increases Movement to 8"). Horse may have barding (+4 pts).

Special Rules: *Army Standard Bearer. Fearsome.* If mounted on a horse counts as *Steppe Nomad Cavalry*.

CAVALRY**0-2 NOBLES (guizu)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	8	4	4	3	3	1	4	1	8	35

Equipment: Armed with a hand weapon, light armour, thrusting spear and bow.

Options: May have throwing spear instead of thrusting spear, lamellar armour (+2 pts, replaces light armour) and shield (+2 pts).

Special Rules: *Light Cavalry. Steppe Nomad Cavalry. Fearsome.*

2+ HORSE ARCHERS (ma gongjian shu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Nomad cavalry	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow.

Options: May have javelin or throwing spear (+1 pt), buckler (+1 pt) or shield (+2 pts).

Special Rules: *Light Cavalry. Steppe Nomad Cavalry.*

INFANTRY**0-1 TRIBAL WARRIORS (buluo zhanshi)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Warriors	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points. May upgrade buckler to shield (+1 pt). May have throwing spears instead of javelins at no extra points.

Special Rule: *Light Infantry.*

TRIBAL SKIRMISHERS (buluo chongdu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers.*

SPECIAL UNITS**0-1 EAGLESHOOTER CAVALRY (she diao zhe)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Eagleshooter	8	3	4	3	3	1	4	1	7	26

Equipment: Armed with a hand weapon and bow.

Options: May have throwing spear (+2 pts) and shield (+2 pts).

Special Rules: *Light Cavalry. Steppe Nomad Cavalry. Fearsome.* Must be the smallest unit of cavalry in the army.

Eagleshooters: Much feared by their Chinese enemies. They appear to have acted as sharpshooters with a particular skill in long distance shooting! They ignore the -1 modifier for shooting at long range.

TRIBAL AUXILIARIES (Qiang)

	M	WS	BS	S	T	W	I	A	LD	Pts
Qiang	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers.*

SPECIAL CHARACTERS**MODUN**

	M	WS	BS	S	T	W	I	A	LD	Pts
Modun	4	6	6	4	4	3	6	2	10	200

Equipment: Armed with a hand weapon, bow, thrusting spear, lamellar armour and horse (free, increases Movement to 8").

Special Rules: *Army General. Warrior of Legend. Fearsome. Steppe Nomad Cavalry.*



YUEZHI

"The Yuezhi attacked the king of the Sai who moved a considerable distance to the south and the Yuezhi then occupied his land."

The Han Shu

The Yuezhi were located in the eastern half of the Tarim Basin area in Central Asia in the western district or Xi Yu. They were apparently a Caucasoid people, this has been decided from later artefacts such as coins, etc, that have been found and are also closely identified with the peoples known as the Tochari or Tocharians to the Greeks. They were later described as 'the men have deep set eyes and profuse beards and whiskers' by the Chinese explorer Zhang Qian. The Chinese also called them Da Yuezhi or the Great Yuezhi and a lesser branch was known as the Xiao Yuezhi. These may also have been the tribes known to the Greek historian Herodotus as the Masagetae and Thyssagetae. They traded jade with the Chinese right back to the Shang Dynasty and also maintained herds.

The Yuezhi were often in conflict with their near neighbours, the Xiongnu. They exchanged hostages with them to guarantee peace and at one stage held the great Xiongnu leader Modun as a hostage. The Yuezhi often had to result to large migrations to avoid their more predatory nomad cousins. The Xiongnu renewed their attacks in 177 BCE and inflicted a severe defeat on the Yuezhi. Jizhu, the son of Modun, is said to have killed the Yuezhi ruler and made a drinking goblet of his skull! The Yuezhi then became the subject of the Xiongnu with a small group known as the Xiao Yuezhi escaping to the land of the Qiang.

A large Yuezhi group migrated to the Ili valley area where they confronted and defeated the Scythians in the area. Then in 155 BCE, an alliance between the Wusun and the Xiongnu forced the Yuezhi to again migrate to the south. They settled in the River Oxus area, burning the city of Alexandria around 145 BCE. The Chinese explorer Zhang Qian visited the Yuezhi seeking an alliance against the Xiongnu and noted they had some 100,000 to 200,000 nomad archers. The Yuezhi however preferred not to get involved in a conflict with the Xiongnu. They invaded the Greco-Bactrian kingdom to the south in 126 BCE and caused the last king, Heliocles I, to flee to the Kabul valley. Yuezhi emissaries visited the Chinese capital in 2 BCE and apparently spread Buddhist teachings there. They then expanded into the Hindukush area. One of the five tribes of the Yuezhi, the Kuishan took over the north-western area of India and went on to found the mighty Kushan empire.

Characters: Up to 25% of the points value of the army.

Cavalry: Any amount of points may be spent on cavalry.

Infantry: Up to 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 pts.

May have up to 25% Allies instead of selected options:

- Han Chinese from Han Chinese list.





CHARACTERS

0-1 ARMY GENERAL (yabgu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Yabgu	5	6	6	4	4	3	6	3	9	185

Equipment: Armed with a hand weapon, throwing spear, light armour and bow.

Options: May have a kontos instead of a throwing spear if mounted, buckler (+1 pt), lamellar armour (+2 pts, replaces light armour), horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: *Army General*. If mounted on a horse counts as *Steppe Nomad Cavalry*. *Massed Cavalry*.

CHIEFTAIN (shouling)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftain	5	4	4	4	3	2	4	2	8	55

Equipment: Armed with a hand weapon, throwing spear, light armour and bow.

Options: May have a kontos instead of a throwing spear if mounted, buckler (+1 pt), lamellar armour (+2 pts, replaces light armour), horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: If mounted on a horse counts as *Steppe Nomad Cavalry*. *Massed Cavalry*.

0-1 WAR BANNER BEARER (zhazheng hengfu)

	M	WS	BS	S	T	W	I	A	LD	Pts
War Banner Bearer	5	4	4	4	3	2	4	2	8	85

Equipment: Armed with a hand weapon and light armour.

Options: May have a shield (+2 pts), lamellar armour (+2 pts, replaces light armour) and horse (free, increases Movement to 8"). Horse may have barding (+4 pts).

Special Rules: *Army Standard Bearer*. If mounted on a horse counts as *Steppe Nomad Cavalry*. *Massed Cavalry*.

CAVALRY

0-2 NOBLES (guizu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	8	4	4	3	3	1	4	1	8	34

Equipment: Armed with a sword, kontos, bow and light armour.

Options: May have a throwing spear instead of kontos, buckler (+1 pt), lamellar armour (+2 pts, replaces light armour), horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: *Light Cavalry*. *Steppe Nomad Cavalry*, *Massed Cavalry*.

2+ HORSE ARCHERS (ma gongjian shu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Nomad cavalry	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow.

Options: May have javelin or throwing spear (+1 pt), buckler (+1 pt) or shield (+2 pts).

Special Rules: *Light Cavalry*. *Steppe Nomad Cavalry*.

INFANTRY

0-1 TRIBAL WARRIORS (buluo zhanshi)

	M	WS	BS	S	T	W	I	A	LD	Pts
Warriors	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points. May upgrade buckler to shield (+1 pt). May have throwing spears instead of javelins at no extra points.

Special Rule: *Light Infantry*.

TRIBAL SKIRMISHERS (buluo chongdu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers*.

SPECIAL UNITS

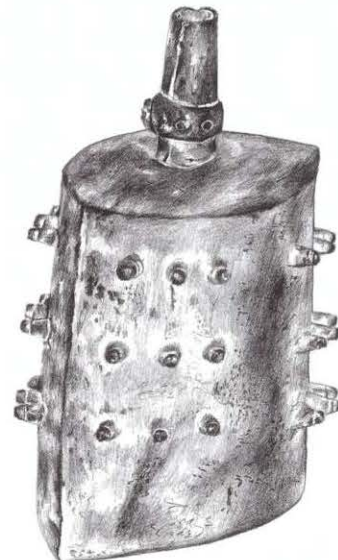
TRIBAL AUXILIARIES (Tokari)

	M	WS	BS	S	T	W	I	A	LD	Pts
Tokari	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers*.



XIANBEI

“The Xianbei people... invade our frontiers so frequently that hardly a year goes by in peace, and it is only when the trading season arrives that they come forward in submission. But in so doing, they are only bent on gaining precious Chinese goods; it is not because they respect Chinese power or are grateful for Chinese generosity. As soon as they obtain all they possibly can (from trade), they turn in their tracks to start wreaking damage.”

Ying Xiao 185 CE

The Xianbei, together with the Wuhuan tribe, were called the ‘Dong Hu’ or eastern barbarians by the Chinese. In the late Warring States period as the Dong Hu, they were located east of the Xiongnu lands in the region of modern day Inner Mongolia. They raided and invaded the Xiongnu lands to the west. When conquered by the Xiongnu confederation under Modun they split into the Xianbei and Wuhuan, amongst others.

Although the Xianbei and Wuhuan shared a similar language and culture, they often made war on each other. These tribes had little contact with the Han until conflict with the Xiongnu and the subsequent Han offensives brought them closer. The Han and Xianbei are said to have first come into contact in 49 CE when the Xianbei ruler known as Bienhe agreed to ally with the Han to fight the Xiongnu and Wuhuan. In 91 CE, they are said to have absorbed over 100,000 Xiongnu households into their tribe.

The Xianbei and Wuhuan shook off Xiongnu control after the Han offensive of 89 CE shattered the nomads. The Chinese noted at the time that the Xiongnu had suffered a defeat at the hands of the Xianbei. The Xiongnu shan yu was said to have been killed and his body flayed by the Xianbei!

Entering into an alliance with the Han they sent hostages from 120 different tribes. The Han even honoured one Xianbei ruler, Yanlingyang as a king or wang. Having made an alliance with the Han, they then started raiding their northern territories. A large Xianbei raid is noted in 145 CE and as the Han chronicles note:

“...from 168 onwards, no year was free from them”.

To try to keep the Xianbei in check, the Han sent an expedition against them in 177 CE but it was defeated. During this period, the two parties maintained a trade agreement, the Han setting up special northern markets where they could trade Chinese goods for horses. The Xianbei were especially keen to trade for Chinese iron and tried every means to get this, whether by legal or illegal trade. The Chinese tried to restrict trade for this as it was used for military purposes. An instance of this occurred in 141 CE during a campaign in the Gansu corridor when Xianbei mercenaries fighting for the Han wanted to trade their cash allowance for iron. Initially, the Chinese refused but threatened with their silk warehouses being burned down, they had to relent.

The Xianbei were united under a strong leader, Danshihuai who became chieftain of the tribe at age 20 by feat of arms. He divided the emerging Xianbei realm into three parts each under the control of a chieftain: an eastern part of four districts, a western part of five districts and a central part of three districts which he ruled himself. The Xianbei subjected the Chinese to a series of defeats during the reign of the Han emperor Lingdi from 168 CE-170 CE. On Danshihuai's death aged 45 (around 180 CE) the Xianbei confederacy split up. It was not until 230 CE when another strong leader, Gebineng emerged, that the Xianbei had limited success again.

The Xianbei were noted for having shaved heads with a small tuft of hair at the front and wearing red brown clothing. They were very protective of their cultural heritage and unlike other nomads, tended to avoid alliances with the Chinese or adopting Chinese customs. The Xianbei were actually a collection of tribes, of which the most notable were the Toba clan.

Characters: Up to 25% of the points value of the army.

Cavalry: Any amount of points may be spent on cavalry.

Infantry: Up to 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 pts.

May have up to 25% Allies instead of selected options:

- Wuhuan Allies from the Eastern Steppe Nomads list.

CHARACTERS

0-1 ARMY GENERAL (khan)

	M	WS	BS	S	T	W	I	A	LD	Pts
Khan	5	6	6	4	4	3	6	3	9	185

Equipment: Armed with a hand weapon, throwing spear, lamellar armour, buckler and bow.

Options: May have a kontos (+2 pts) if mounted, shield instead of buckler (+1 pt) horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: Army General. Eastern Shock Cavalry.

CHIEFTAIN (shouling)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftain	5	4	4	4	3	2	4	2	8	60

Equipment: Armed with a hand weapon, throwing spear, lamellar armour and bow.

Options: May have a kontos (+2 pts) if mounted, buckler (+1 pt), horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rule: Eastern Shock Cavalry.

0-1 WAR BANNER BEARER (zhazheng hengfu)

	M	WS	BS	S	T	W	I	A	LD	Pts
War Banner Bearer	5	4	4	4	3	2	4	2	8	85

Equipment: Armed with a hand weapon and light armour.

Options: May have a shield (+2 pts), lamellar armour (+2 pts, replaces light armour) and horse (free, increases Movement to 8"). Horse may have barding (+4 pts).

Special Rules: *Army Standard Bearer. Eastern Shock Cavalry.*

CAVALRY**0-2 NOBLES (guizu)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	8	4	4	3	3	1	4	1	8	34

Equipment: Armed with a hand weapon, kontos, lamellar armour and bow.

Options: May have throwing spear instead of kontos, buckler (+1 pt). The horse may have barding (+4 pts).

Special Rule: *Eastern Shock Cavalry.*

2+ HORSE ARCHERS (ma gongjian shu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Nomad cavalry	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow.

Options: May have javelin or throwing spear (+1 pt), buckler (+1 pt) or shield (+2 pts).

Special Rules: *Light Cavalry. Steppe Nomad Cavalry.*

INFANTRY**0-1 TRIBAL WARRIORS (buluo zhanshi)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Warriors	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points. May upgrade buckler to shield (+1 pt). May have throwing spears instead of javelins at no extra point

Special Rule: *Light Infantry.*

TRIBAL SKIRMISHERS (buluo chongdu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers.*

SPECIAL UNITS**HEAVY CAVALRY (daliang qibing)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Heavy Cavalry	8	4	4	3	3	1	4	1	8	30

Equipment: Armed with a hand weapon, thrusting spear, lamellar armour and barding.

Options: May have bow (+3 pts).

Special Rules: May count rank bonus of up to +1 even though cavalry.



WUHUAN

Together with the Xianbei, the Wuhuan were known as the 'Dong Hu' or eastern barbarians by the Chinese. They settled in an area corresponding to Inner Mongolia and the present day northern provinces of Hebei, Liaoning and Shanxi. They were made a subject tribe to the Xiongnu and had to give as tribute gifts of oxen, horses, sheep and furs. The Han offensive against the Xiongnu of 119 BCE allowed the Wuhuan to split away and they were moved to an area within the Great Wall. The aim was to free them from Xiongnu influence. They then became a tribute group for the Han.

This did not lead to an easy arrangement with the Han, a Han army under General Fan Minayu sent to attack a Xiongnu raiding group in 78 BCE turned on the Wuhuan in reprisal for raids killing 6,000 men and three chieftains. By 72 BCE - 71 BCE they were allied to the Han in the western districts. A power struggle for control of the Wuhuan then started between the Xiongnu and the Han. The Wuhuan, for example, killed emissaries of the Xiongnu trying to persuade them to pay 'taxes' in 8 CE. This escalated as the Xiongnu kidnapped Wuhuan women and children to take as hostages. When the Wuhuan brought ransom to the Xiongnu hostage takers, they themselves were then taken hostage!

The Wuhuan had good relations with the Chinese administration under Wang Mang. They had to provide hostages though to guarantee their loyalty. Despite occasional revolts, they formally joined the Chinese tribute system in 49 CE and the Han appointed an official to look after their interests called the Colonel Protector of the Wuhuan. For 50 years there was peace between the Han and Wuhuan with the Wuhuan being used as mounted auxiliaries in Chinese armies. The Wuhuan allied themselves with the Han against the Xiongnu and Xianbei and also assisted the Han army in putting down internal

revolts. For example, 26,000 Wuhuan horse and foot were recruited in 165 CE to help out against a revolt of the Man tribe in the south. The Xiongnu eventually submitted to the Wuhuan in the western districts in 83 CE offering tribute of 38,000 followers, 20,000 horses and 100,000 oxen and sheep. The Eastern Han army also maintained a standing detachment of Wuhuan and Xiongnu cavalry known as the Chang River Regiment as part of their strategic reserves.

The Wuhuan were also used as palace guards by the Han emperor and the warlord Cao Cao used their cavalry in his army. When Cao Cao originally advanced to the northern frontier in 205 CE, people rushed to put themselves under the protection of the Wuhuan. Similarly, during the turmoil of the Yellow Scarves revolt as many as 1,000,000 people may have moved to Yuzhou as refugees for the Wuhuan to protect. Cao Cao attacked the Wuhuan in a northern campaign in 207 CE and heavily defeated them.

As with the Xianbei, they are described as having shaved heads, reddish brown clothes and a small tuft of hair on the front of their head. The Wuhuan nation was numerous, estimated to be about 3,000,000 in 16,000 settlements by 168 CE.

Characters: Up to 25% of the points value of the army.

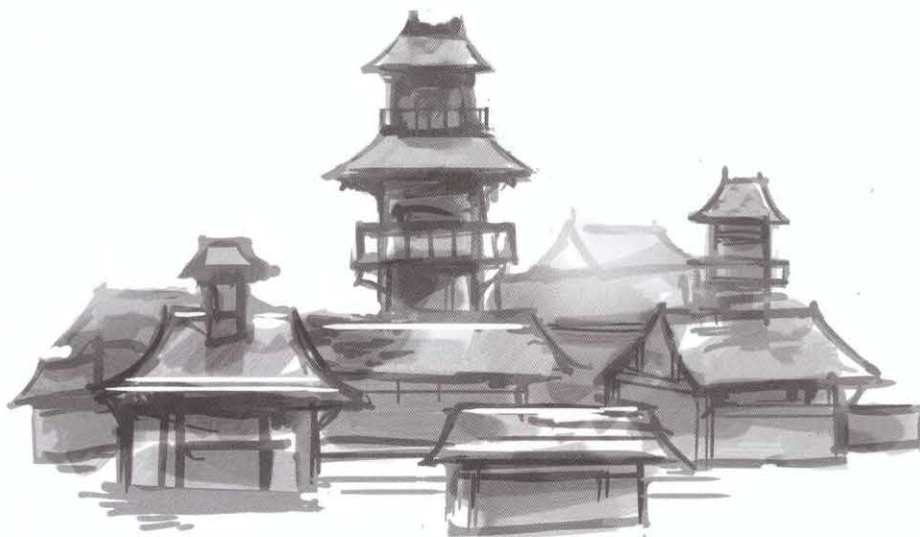
Cavalry: At least 50% of the points value of the army.

Infantry: Up to 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 pts.

May have up to 25% Allies instead of selected options:

- Han Chinese from the Han Chinese list.





CHARACTERS

0-1 ARMY GENERAL (khan)

	M	WS	BS	S	T	W	I	A	LD	Pts
Khan	5	6	6	4	4	3	6	3	9	185

Equipment: Armed with a hand weapon, dagger axe, lamellar armour, buckler and bow.

Options: May have a throwing spear (+2 pts), shield (+2 pts), kontos instead of dagger axe if mounted, Noble Sword (+2 pts), horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: *Army General. Eastern Shock Cavalry*

CHIEFTAIN (shouling)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftain	5	4	4	4	3	2	4	2	8	60

Equipment: Armed with a hand weapon, dagger axe, lamellar armour, buckler and bow.

Options: May have a throwing spear (+2 pts), shield (+2 pts), kontos instead of dagger axe if mounted, horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rule: *Eastern Shock Cavalry.*

0-1 WAR BANNER BEARER (zhazheng hengfu)

	M	WS	BS	S	T	W	I	A	LD	Pts
War Banner Bearer	5	4	4	4	3	2	4	2	8	85

Equipment: Armed with a hand weapon and light armour.

Options: May have a shield (+2 pts), lamellar armour (+2 pts, replaces light armour) and horse (free, increases Movement to 8"). Horse may have barding (+4 pts).

Special Rules: *Army Standard Bearer. Eastern Shock Cavalry.*

CAVALRY

0-2 NOBLES (guizu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	8	4	4	3	3	1	4	1	8	29

Equipment: Armed with a sword, bow and light armour.

Options: May have lamellar armour (+2 pts, replaces light armour), dagger axe or kontos (+2 pts) and shield (+2 pts).

Special Rule: *Eastern Shock Cavalry*

2+ HORSE ARCHERS (ma gongjian shu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Nomad cavalry	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow.

Options: May have javelin or throwing spear (+1 pt), buckler (+1 pt) or shield (+2 pts).

Special Rules: *Light Cavalry. Steppe Nomad Cavalry.*

INFANTRY

0-1 TRIBAL WARRIORS (buluo zhanshi)

	M	WS	BS	S	T	W	I	A	LD	Pts
Warriors	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow.

Options: May have javelin and buckler at no extra points. May upgrade buckler to shield (+1 pt). May have throwing spears instead of javelins at no extra points.

Special Rule: *Light Infantry.*

TRIBAL SKIRMISHERS (buluo chongdu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers.*

SPECIAL UNITS

HAN CHINESE AUXILIARIES (fuzhude)

	M	WS	BS	S	T	W	I	A	LD	Pts
Auxiliaries	5	3	3	3	3	1	4	1	5	6

Equipment: Armed with an improvised weapon and spear-tipped halberd.

Options: May have sword and shield instead of spear-tipped halberd.

Special Rule: *Light Infantry.*



EASTERN STEPPE NOMADS – ALL TRIBES

SPECIAL UNITS

0-1 CARAVAN

	M	WS	BS	S	T	W	I	A	LD	Pts
Caravan	-	-	-	-	5	2	-	-	-	50
Defender	4	3	3	3	3	1	3	1	7	-

Equipment: Each Caravan has a crew of three Defenders armed with hand weapons and bows.

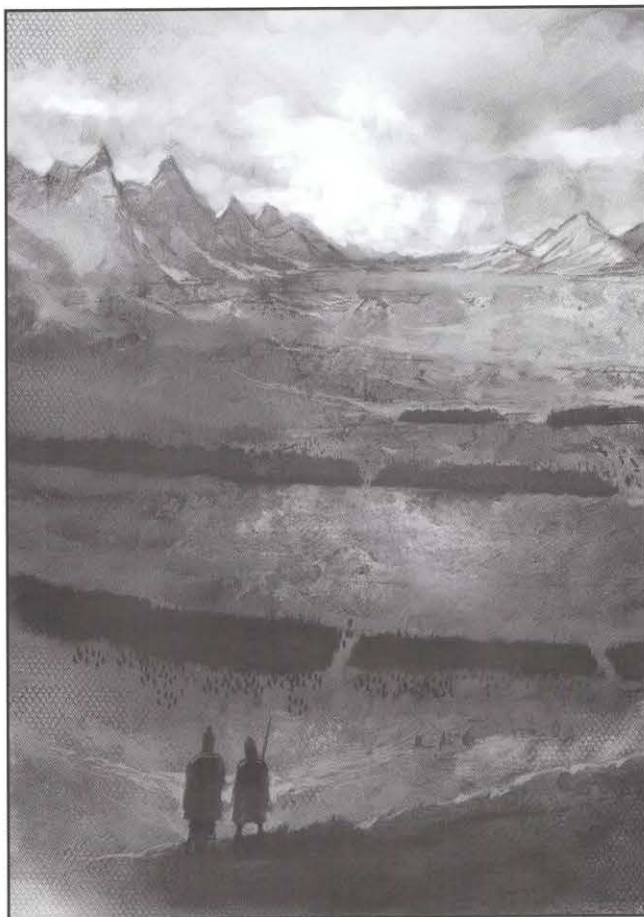
Caravan Special Rules: The Caravan is mounted on a 4.7" (120mm) round base (the same size as a CD) with pack animals and Defenders. The Caravan is assumed to be carrying important trade goods out of all proportion to its size.

1. Caravans are used in scenarios where table quarters normally count as a Victory Points objective. In this case, Victory points are not counted for table quarters but the caravan is worth 200 Victory points. The opposing player with a unit which can normally claim a table quarter can claim the points for this if in contact with the caravan at the end of the game. Table quarters are however not counted if a Caravan is used.

2. The player owning the Caravan can, at the start of the game, either give it to the opposing player to defend and put in their deployment area as an objective (Raid) or have it deployed in their own area as an objective for the opposing player (Aid).

Designer's note: The steppe nomads often fought to maintain control of a territory but did not value land as such. They were very partial however to valuable trade goods! They can either choose to Raid or grab someone else's loot or botly defend their own probably ill gotten gains – Aid.

Defender Special Rules: All the Defenders form a single unit that must remain with the wagons unless they break or flee, in which case they auto-break and are removed from play.



0-1 YURT CAMP CONSISTING OF 3-5 YURTS (ger)

	M	WS	BS	S	T	W	I	A	LD	Pts
Yurt	-	-	-	-	5	2	-	-	-	5
Defender	4	2	3	3	3	1	2	1	7	4

Equipment: Each Yurt may have up to four Defenders armed with hand weapons and bows. Yurt defenders may exchange bow for javelins.

Yurt Deployment: The whole Yurt Camp is deployed as one unit and must be placed on the table as the first unit. The Yurts are deployed 3" apart in a circle or semi-circle with at least one Yurt touching the Nomad player's table edge. Yurts do not block line of sight.

Defender Deployment: All Defenders are Skirmishers, count as one unit and may not take a Standard or a Musician. They are placed behind the Yurts and may not leave voluntarily. As long as they remain inside the Yurt Camp, they count as being behind soft cover.

Victory Points: For each undefended Yurt at the end of the game, the opponent gains an additional +5 Victory points.

Designer's note: The steppe nomads often took their families with them on major campaigns and lived in round felt tents known as yurts or ger. They were also raided and preyed upon by their nomadic and Chinese neighbours.



MODELLING A FAR EASTERN ARMY

*"My lord is brave and bright,
A hero in our land,
A vanguard in the King's fight,
With lance in hand."*

Book of Songs – Song 62 My Lord

COLLECTING YOUR ARMY

A Far Eastern army, well painted and lovingly put together can be a work of art in itself, being very colourful and full of fascinating detail for your opponent and spectators to drool over! The army is your army and shows your personality and special interest in a period or personality. In this section some useful advice is offered to help you make a distinctive force worthy of your hard fought victories or spectacular defeats.

First, you have to choose an army as your starting point. This book aims to be a source of inspiration to help you with this or you may already be attracted to an army because it is linked to a movie, book or even a real life artefact such as the famous Terracotta Army of the First Emperor!

Or maybe a particular unit may have gotten your attention. Many of the armies have common units, so perhaps a unit of 10 Xiongnu Light Horse will work as allies for a Han force or as a starting point for a whole Xiongnu army. Most people however will want to collect an army or force to game with straight away.

A small force of under 1,000 points can allow you to get started and may be the basis of a skirmish against a friend who already has a compatible army. Two 1,000 point armies can be built to use as matching pairs if your opponent doesn't have one! Smaller forces can be built using the Tribal Survival scenario in this supplement. This could work very well as a small club project. To make a more representative force, further units can be added to build this up to 1,500 points, giving you plenty more gaming options.

Many Warhammer Ancient Battles players, especially the more experienced ones, will want to put together a 2,000 point army. This is the preferred size of most tournaments and can make a more realistic looking army. Beyond this, the sky's the limit – many Chinese armies were huge, so offer a great excuse to build monster-sized armies if you have the patience to paint all those models!

MAKING A THEMED ARMY

Once you have your army, there is much to be said for having a strong theme for it. There appears to be a strong psychological element at play that makes a unified army much more appealing than a hodge podge outfit! Even ragtag rebel forces had a unifying theme, whether it was the red face design of the Red Eyebrows or the distinctive yellow headdress of the Yellow Scarves! The theme can be carried into not only the appearance but also the composition of the force. It is not just a collection of toy soldiers but a representation of a bloodthirsty nomad raiding party, which can be shown by their varying tribal colours or accessories such as loot, prisoners and severed

heads attached to their horses. The horse models could be galloping forward and their riders suitably animated in lively poses.

Another army may use large numbers of halberdier figures in the same uniform and pose in serried ranks. Alternatively, ranks of crossbowmen in differing poses showing their loading cycle; some aiming, some loading and some kneeling are a very visual option. Perhaps their leader model has a sword held in the air awaiting the right moment for decisive action. They display discipline, training and order to the casual viewer. This makes for a different theme – a counterpoint to the wild nomads.

Another approach could be to use the dominant element of the dynasty as the colour theme for a Chinese army. In terms of the known dynasties these would be:

Shang Dynasty – Green representing the Element of Wood

Qin Dynasty – Black representing the Element of Water

Han Dynasty – Red representing the Element of Fire.

RESEARCHING YOUR ARMY

Once you have chosen your army, it'll need some research or imagination to translate it into a themed force. Some armies have more information than others. We are fortunate that some have been represented in burial goods (or *mingqi*) and some even have colours to follow. There are also detailed reconstructions that models can be based upon. We term this a 'literal' approach.

There are many books, such as the Osprey series, and even children's picture books that offer detailed illustrations for the modeller to follow (these are listed in the Further Information section at the back of this book). Others may be based on a few scant illustrations or a sparse description in an ancient tome. They will need more imagination but offers greater opportunity for the gamer to express their creativity. The army will still need to look convincing but it is more your interpretation of what, for example, a Three Kingdoms army looked like. This can be great fun and involves more detective work and research skills than following a 'literal' approach. We term this a 'cultural' approach.

Where there may not be detailed information specifically for the gamer, you can look at other cultural artefacts from the society that produced the army. So far as is known, no actual flags have survived for the Spring and Autumn or Warring States period but that doesn't stop us guessing what they may have looked like. We can use things that have survived such as pottery, metal coins and in some cases murals and illustrations to get an idea of what they would have shown. This makes the army look authentic because it is based on what is known about that culture. The symbol for the army flag for a Warring State could be based on something that appears on its coin or an official seal. Examples of these can be found in museum exhibits or can be researched on the internet. If the gamer wants to give his Xiong Nu horde a flag, he could base it on their brooch design for example. Who can say that would be wrong?

PUTTING IT ALTOGETHER

After choosing the army and theme, it's next a case of putting it all together. More and more 28mm ranges are coming onto the market and gamers have a choice of different ranges to follow. If you are collecting to a certain size you'll need an army list as your shopping list. Many manufacturers have complete ranges which include command figures, war machines, various weapons and even complete army deals. If the range doesn't have something to fit the army list then the gamer may have to convert another figure or get the missing piece from another range.

How you build your army will be down to your temperament. Some folks like to build their army in easy stages, unit by unit. Others like to go for the big leap and build it all stage-by-stage. It certainly is quicker in the long run to do it all at once but not everyone has the motivation or patience to do that. Whichever way you do it, you'll need to go through the same stages.

After cleaning up the army it will need to be undercoated – the final effect required helps choose the type of undercoat used. For a darker moody effect or for models with mainly metal armour finish, a black undercoat is best. Far Eastern armies are noted for bright, colourful tunics and so a white undercoat may be preferable to enhance the colour. In any event even black undercoated figures may require areas such as robes, etc, lightened by painting or drybrushed with white paint as a local base coat for the lighter tones.

BEWARE THE HONG KONG GARDEN SYNDROME!

There seems to be a strange psychological force at play that when some folks field a Chinese army they want to paint them in the most unlikely and lurid colour combinations unimaginable. Usually these fall into the pattern of either very bright yellows and reds or gaudy mauves and purples. I name this the 'Hong Kong Garden Syndrome' after the décor found in cheap take away food outlets encountered after a lager too many! Another symptom is flags with spindly 'matchstick' Chinese characters instead of the vibrant, full bodied real thing.

It is true that later dynasties such as the Ming and Qing did have a very vibrant sense of colour – ancient China though had a more restrained sensibility.

THE WAY OF THE BASE

Many armies are made or broken by the base. Basing can enhance or lessen the total impact of the army, and impressive basing can set the scene for the army and build its theme.

A base lush with small scatter and vegetation is great for a jungle army. Similarly, a figure on an earthy, lumpy base with water effects and bunches of reeds obviously lives in the marsh. There are many examples of basing systems in both this supplement and other Warhammer Historical publications for modellers to follow. Here are some ideas to enhance the Far Eastern theme of the army:

- As your army may be deployed in a range of terrain, it's best to go for a general approach. My current system uses a two tone scheme with green grass textured paint and a dark sand section with light sand highlights. This would also suit with either steppe, temperate or jungle terrain boards.

- Characters, major units and war machines may have larger bases so that vegetation, etc, can be added. Some companies sell photo etched ferns, bamboo and leaves in a range of scales which you could use for this.

- Religious Cultists Mobs or Warring States Levies may require large block units. These can be formed up with multi-base systems such as the Games Workshop 40mm x 40mm bases which can take three to four figures. Some gamers also mount formed cavalry two to a base on 50mm x 50mm bases for convenience.

- Some manufacturers like to sculpt figures with large bases or in very 'dynamic' or 'highly animated' poses. These need some space not least because their polearms and hand weapons are being swung around in a very scary way! A good approach here is to multi-base them but only use two to three to a base (which still represents four formed figures).

- Irregular units such as Religious Cultists Mobs or Peasants look better arrayed randomly on their bases.

- Formed units with extended polearms, etc, are best ranked up first before gluing to the base. The weapons can interfere with other models so the figures may need to be stepped to either the left or right so the weapons can poke through the ranks.

I have found basing the army right at the start – ie, at the undercoat stage or even before, makes a big difference to getting the army finished. It also lets you play with them whilst they are on their way to fully painted glory! It's up to the gamer to find their own Way.



PAINTING FAR EASTERN FLESH

We have come a long way since the exposed areas of Chinese and Japanese figures were literally painted in shades of yellow! Contrary to some beliefs, there are actually different skin hues for Far Eastern peoples. These can vary from the:

- weather beaten look of tundra nomads with a characteristic 'blanched' ruddy look. Their skin can be quite light in hue depending on their environment.
- desiccated look of desert nomads with a deep brown, wrinkled skin tone due to excess exposure to harsh sunlight.
- fair, light skin tones of city dwelling Chinese in the temperate zone.
- deep brown appearance of tropical nationalities and those located in south-east Asia.

Plenty of different examples can be found throughout this supplement, and here are some methods of painting general Far Eastern skin tones.

Method 1

For a lighter toned finish:

- 1) Use white undercoat.
- 2) Base coat the flesh bits with Games Workshop Bronzed Flesh.
- 3) Wash with Windsor and Newton Ink - Peat Brown.
- 4) Highlight with Bronzed Flesh lightened with Skull White or use a special oriental flesh coloured paint just for the highlights.



Flesh painted on a black undercoat using 'Method 2' noted above.



1. Eyes and eye line are painted using thinned Scorched Brown.

2. A wash of Snakebite Leather on the face and hands.

3. Flesh areas picked out with Bronzed Flesh. Hair with Chaos Black (thinned to get some highlight). For most gamers, stopping at this point is fine.

4. Flesh areas highlighted with Elf flesh. Hair highlighted with Scorched Brown.

5. Bottom lip painted with Tanned Flesh. Extra flesh highlight of Elf Flesh mixed with Skull White.

For a deeper toned finish:

- 1) Use black or white undercoat.
- 2) Base coat the flesh bits with Games Workshop Dark Flesh.
- 3) Wash with Games Workshop Chestnut Ink or Flesh Wash.
- 4) Highlight (sparingly!) with Bronzed Flesh or use a special oriental flesh coloured paint just for the highlights.

Method 2

Here is a method recommended by Michael Curtis of Curteys Miniatures.

For lighter toned finish:

- 1) Use white undercoat.
- 2) Base coat with Coat D'arms Rat Brown and Foundry Flesh 5a.
- 3) Highlight with Foundry Flesh 5b.

For deeper toned finish:

- 1) Use white undercoat.
- 2) Base coat with Games Workshop Bestial Brown.
- 3) Mid tone with Games Workshop Bronzed Flesh.
- 4) Highlight with Games Workshop Bronzed Flesh and Foundry Flesh 5c.

When painting large units of miniatures, don't get too concerned about the odd slip of the brush when painting the eyes, you can always hide these miniatures in the rear ranks.

ENHANCING YOUR ARMY

It's the little touches that make your army unique. Here are some ideas for getting the best from your force:

Adding reins to chariot models

Chariot models usually come as multi-part kits requiring some assembly. When complete they need to be based like all models and the base can be turned into a miniature diorama with the addition of some scrub, rocks, fallen enemies and, of course, ruts where the chariot wheels have churned up the ground!

Another nice touch is to add some reins to the model. It doesn't take all that long once you get use to it – promise! The driver never looks that convincing holding onto thin air and the reins curiously complete the model out of all proportion to the effort involved.

There are several methods: one of the simplest is to use house fuse wire – readily available at hardware stores. The middle size is about right and can be added to the model as follows:

- assemble, base and finish the chariot model as usual.
- drill out the driver's hand with a pin vice.
- cut reins, one per horse, with enough length to reach the horse.
- drill out a hole in the horse's mouth to receive the rein.
- glue the end of the rein to the horse and thread through the driver's hand.
- glue the rein to the hand.

Other materials used by modellers include cotton thread, stretched plastic sprue and plastic solutions used to make artificial water drawn out into a fine filament.



Han command Chariot.



Different colour schemes for chariots from the Warring States period. The reins are made from cotton thread.





Han Chariots. In this picture, some chariots have reins made with house fuse wire, while others have been made with suitably coloured cross-stitch thread from a craft store.



Making some flags

Wargames units can look great if they have flags and standards. Far Eastern armies were noted for their colourful and varied banners and can really add impact to a force.

Most commercial flags available are for the later periods, the Boxer Rebellion in particular. Those not concerned with historical accuracy could use them at a pinch but the purist might prefer the characteristic six tail flags of the early dynasties.

Hand made flags can be made in a number of different ways. Some modellers use tin foil as a base material, for example, the metal used for tomato paste tubes or any other soft malleable metal. Varied and effective flags can also be made as follows:

- computer paper labels make nice flags and have the advantage of being self adhesive.
- draw the outline of the flag on the label using a pencil and ruler.
- draw in any designs using pencil construction lines (remember the other side will be reversed!).
- fill in the areas using watercolour, designer gouache or acrylic paints whilst it is still on the backing.
- paint the flagstaff first, then cut out and affix the flag (a tip here is to use your fingers as guides either side of the flag so the two edges line up).

Designs can also be made using computer graphics and printed out directly on the paper for the more technologically gifted!

Painting Chinese characters

Many flags will have Chinese characters with suitably inspiring phrases. There is an art to capturing the right feel for Chinese characters. First off, Chinese pictograms have changed over history. The early Chinese armies such as the Shang can be portrayed with oracle bone script. Actual words are shown in many books on Chinese culture and can give an authentic feel to the army. Later on, the script was still fairly simple but closer to the Chinese characters of the present day. These were free flowing but fairly even in width so are easier to draw or paint.

Full bodied Chinese characters need a little technique to get right:

- draw or imagine a box around the character, they should all be evenly spaced and of the same size.
- Chinese characters are graded by the number of brush strokes they take. Some, such as the symbol for people, *ren*, take only two strokes. Others appear more complicated but are built up from simple brush strokes – it's just that there are more of them:
- start from the top left hand corner with a horizontal stroke and work downwards.
- work from top to bottom, left to right.
- small markings, known as radicals, are added after.
- some strokes finish in a bold flourish, push the brush downwards and flatten the point to get this effect.
- some strokes seem to tail off, this is created by lifting the brush upwards.



Chinese characters add to the effects on shields and flags.



A range of flags made from foil and labels.

Adding feathers to a hat or helmet

Most figures have plain helmets but Chinese generals used to show their rank by adding long pheasant tails to their helmets. Their nomad adversaries often added feathers of eagles and other birds of prey to appear even more fearsome!

These can be added by:

- drill a hole in the hat or helmet with a pin vice.
- use a short piece of fuse wire to the right length as an armature and glue this into the hole.
- build up Green Stuff or other epoxy putty to the armature and 'feather' out the edges.

Adding another string to your bows!

Archer models can be improved by adding strings to their bows using small gauge fuse wire. One end can be wrapped around the end of the bow and stuck with superglue. Then the other free end of the wire can be stretched out and wrapped around the other end. The spare length can then be trimmed to size.

The same applies to war machines but they may require larger gauge material such as thread to look right.

Adding homely accessories to bring your models to life

Placing small items or accessories on figures or large model bases can help strengthen the theme of your force. Firstly think about what items would tell you something about the culture and lifestyle of that army. Obviously, a severed head on a flagpole lets you know these savage guys mean business and business is looking good!

Here are some other ideas:

- a dog model running alongside a mounted tribal leader.
- wine flasks, poultry and loot attached to the saddlecloth of raiders.

- spare ammunition, sidearms or even a bowl with a meal by the side of a war machine (the fanatical could even add some tiny chopsticks!).

Accessories can be bought separately from some manufacturers such as Amazon Miniatures, Steve Barber Models or suitable model railway or other models could be used. Games Workshop and other companies often have small accessories in their plastic kits such as skulls, small animals, arrows, chains, etc, that can also be used.

Simple or hard to find items such as cooking utensils, furniture, fittings, etc, can be made from balsa wood, fuse wire (again!), plasticard or Green Stuff.

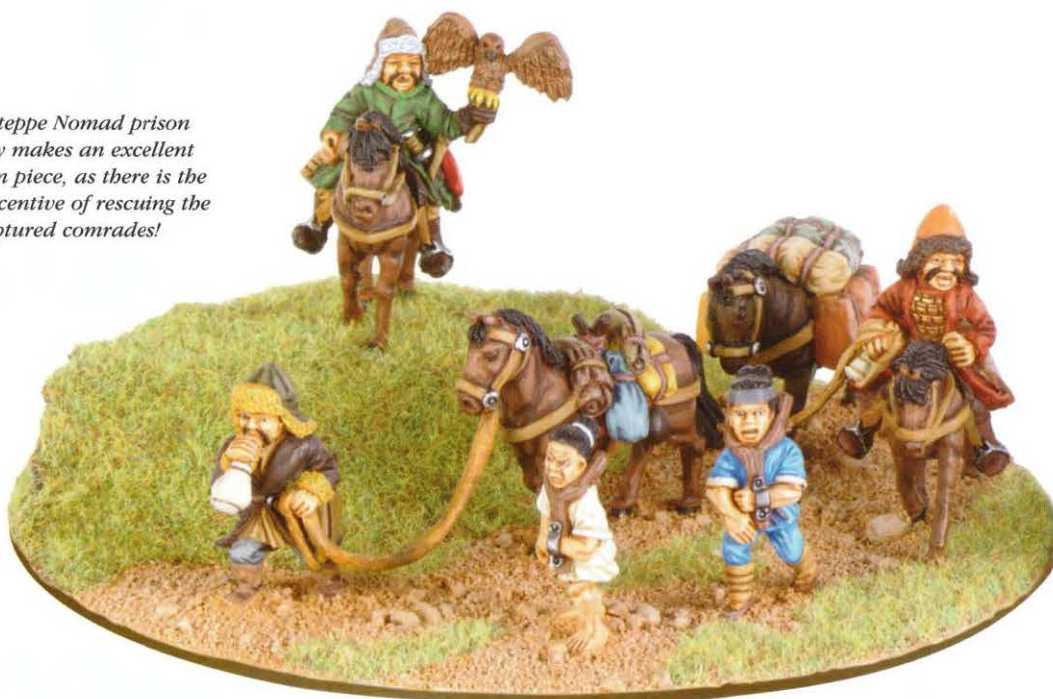
Bringing beauty to the battlefield

Taking things a bit further, some gamers use small tableaux or mini dioramas to further the theme of their army. Small groups of figures or vignettes are often sold by manufacturers. These can just be cute to own or with some imagination can be used as a gaming accessory. Where there are only a few figures such as an impressive command figure on a horse and a foot figure, they can be mounted on a Games Workshop large round 60mm base. A larger piece, such as a baggage unit or a command piece, may need a larger base. These can use rectangular movement trays with an inset for the figures if they need to be removed – the tray can be levelled with filler and finished off with small stones, scatter, flock, etc.

A larger piece can be mounted on a discarded CD as shown below. The central hole needs to be taped over and the surface can be built up with expanded polystyrene to form banks with vegetation added and finished off to suit. This could be a command post, mobile shrine, small camp or could even be an objective in the game.

Small flourishes like this can really tell the tale of your army.

This Steppe Nomad prison convoy makes an excellent Caravan piece, as there is the extra incentive of rescuing the captured comrades!





Spearmen from the Warring States period.



Warring States chariot



Eastern Steppe Nomads



Details of a Shang village and summary execution.

MODELLING YOUR ARMY – A GUIDE

Early Chinese Armies

Characters and nobles from the Xia and Shang periods would have had colourful costumes. These though would probably have been in muted colours at this time with contrasting borders with patterns. The lower classes are often depicted with unbleached or white linen or short cotton robes. Avoid trousers for models of this period as they were considered 'unchinese'. Artefacts from this period often had elaborate border patterns and the characteristic taotie or demon face design. This could be a strong design for a flag as later texts from the *Book of Odes* refer to the Shang having flags. Another option is an inscription from an oracle bone if appropriate – these can be found in books on Chinese history.

Early Eastern Tribes

One approach to the early eastern tribes is to base them on the costumes of contemporary tribes. Aspects of the tribes' costume haven't probably changed much during the millennia – the southern tribes seemed to favour dark to black colours with vivid multi-coloured patterned bands. The Qiang tribe are noted for their *gua gua* or sheepskin jerkins. The Dong Yi are depicted with animal skins and characteristic shell necklaces.



Zhou dynasty

Figures from the Zhou dynasty show ornamentation and applied designs on the robes of nobles and important figures. These often showed real and mythical creatures, variegated patterns and geometric designs. The Five Element system was now more widespread and so could be used for flags, uniforms, etc. A particularly strong colour scheme from this period is the use of a black background with the figures outlined in red. This was also used the other way round with the figures in black on a deep red background. Probably, only notable units such as the famous Tiger Guards would have had a recognisable uniform, with other troops fighting in a wide selection of clothes. Chariots would be either plain unfinished timber or have a rich colour scheme with applied patterns. Records note some horses drawing chariots as having their backs covered with tiger skins.

Eastern Steppe Nomads

The steppe nomads would have had a range of different styles in tune with their culture. The early nomads, such as the Hu, probably looked very much like Scythians, sharing a common ancestor. Many books depict Scythians so it should not be hard to come up with a plausible colour scheme. Similarly, with the Yuezhi, although arising further east, they were more probably in line with a central or south-west Asian appearance. The Xiongnu could look very effective with an unbleached linen colour scheme with dark brown or black armour as a contrast. Good colours to achieve this effect from the Games Workshop range are Bleached Bone and Kommando Khaki with Chaos Black or Scorched Brown for the armour. The Xianbei probably had a brighter appearance – a good choice would be Scab Red for the body and horse armour as the key feature of the army.



Warring States

An obvious reference point for the Warring States army is the famous Terracotta Army. This shows a number of different colour schemes deduced from paint fragments recovered from the figures. These include combinations of blue and green which are not normally mixed together. Many books on the warriors show reconstructed colour schemes based on these. Also, funerary objects such as a small horseman from the state of Zhao give clues as to the local schemes (in this case a blue costume with red trimmings). Some accounts can help, for example, a battle account refers to the red flags of Hann being planted behind the enemy.

It is likely that standing army units may have had some form of uniform. Many units in a Warring States army would be conscripts so may not have had any uniform, only their civilian garb.

Trimming colours can be added to suit and distinguish units. For example, a Chu crossbowman may have had a grey uniform with a thin blue band at the lapel. Contrasting colour bands can also look very effective such as a black band on a grey uniform.

Warning! Not for the purist and intended only to help get armies started but here are a set of colour themes gamers can use to make their Warhammer Ancients armies fit to a particular state.

STATE THEME COLOUR

Qin	<i>Black</i>	Based on their later dynastic colour of Water.
Zhao	<i>Blue</i>	Based on a funerary figure with red trimmings. The royal guard is said to have had black uniforms.
Chu	<i>Grey</i>	Conjectural – The Deep South effect!
Qi	<i>Green</i>	Conjectural
Hann	<i>Red</i>	Based on use of red flags
Yan	<i>Brown</i>	Conjectural
Wei	<i>White</i>	Conjectural



Zhao



Qin



Qin



Qin swordsmen. Alternatively, these could be used as Zhao Royal Guard



Qi



Qi general



Qi



Hann



Wei



Chu



Yan



Additional examples of Warring States colour schemes. Armoured and unarmoured crossbowmen, officer and levy

Han dynasty

Again funary objects can be a guide here. The famous miniature army found at Yangjiawan shows a uniform colour scheme using white costumes with red facings or red costumes with white facings. It is possible that the red costumes are an over layer to the white costume beneath, this could then be used as a 'summer uniform'. The shields show a range of designs, from a plain light brown, to a similar colour with a distinctive black chevron to even black shields with red triangular 'dag' markings. These are shown within the group so perhaps were used as 'honour marks'. Other mingqi figures of soldiers show similar costume schemes for the Western Han so perhaps this was more universally applied than in other dynasties. Other figures for nobles, etc, show floral and green plant designs on a white background. Actual costumes from the Han period have been discovered and restored so it is possible to use these as reference.



Han Officers

Examples of the summer and winter uniforms.





On these pages you will find a range of Han uniform variations and examples of shield designs, some hypothetical, but all hand painted.

Religious Cultists

These must surely inspire a themed approach. The Red Eyebrows would have had some common red blotch on their forehead. It might be a little small to see if the effect would unify the army, if not they could be given some red items in a random fashion to emphasise this. Red is a very strong colour so only small elements of it can still give a strong effect. The Yellow Scarves, of course, would have had yellow coloured head scarves, headbands, hats, etc. Other clothing would be in a random mix to highlight the 'mob' nature of their army. Offshoots such as the White Wave would presumably have had white coloured clothing. A creative gamer might wish to come up with his own theme and matching colour scheme – history never having mercifully recorded the exploits of the Purple Robes of Ting Tong Chow!

Three Kingdoms

The Romance of the Three Kingdoms has given rise to a wide range of computer games, Chinese TV dramas and spin-off websites. These can all be raided for colour reference material. The novel also refers to details such as the colours and designs of flags. A notable event was when the army of Cao Cao went into mourning and dressed all in white after he supposedly died at the Battle of Puyang.



The end of the Warring States period – The final battles between the Qin, led by Generals Weng Jian and Meng Tian and Chu, led by general Xiang Yan ultimately resulted in victory for Qin, and eventually led to the unification of China under Ying Zheng. However, as Xiang Yan cut his own throat he uttered the words and a telling prophesy “even if Chu only has 3 households left, it will destroy Qin in the end”





TERRAIN AND BUILDINGS



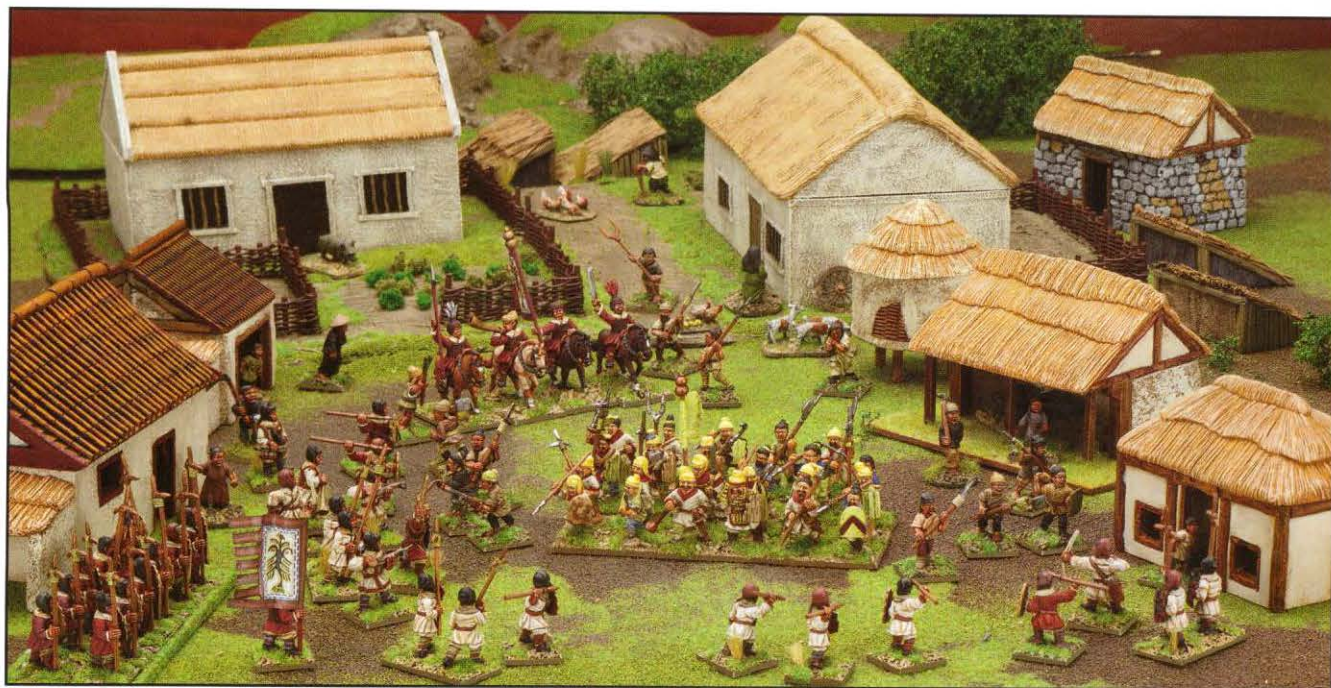
The entrance to a Shang burial tomb.



A Han domestic residence showing the "bow tie" patterns noted in the period.



The steps to the palace.



A Han village in revolt.

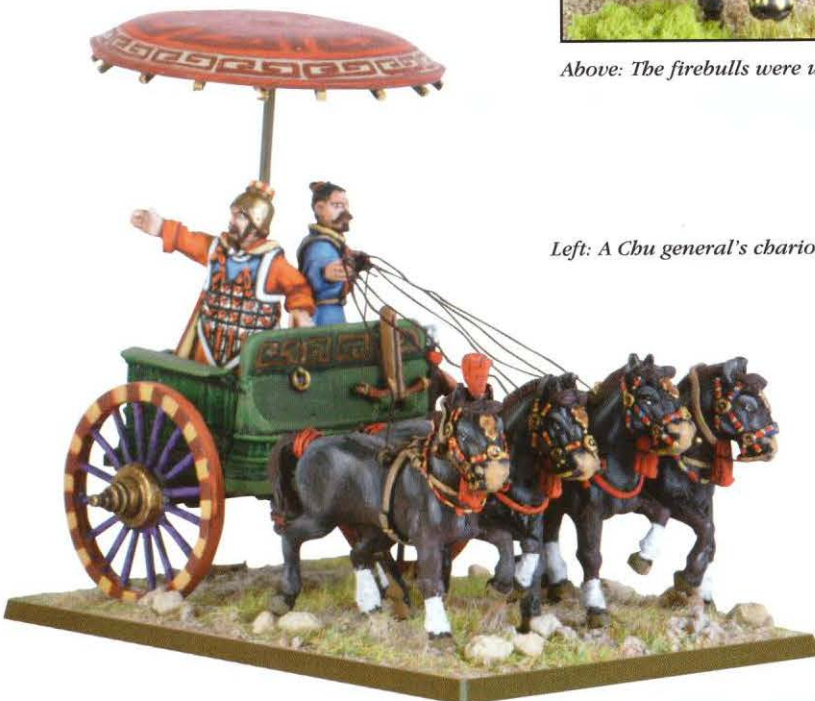


Paddy fields make excellent difficult terrain in games of Warhammer Ancient Battles.

FIREBULLS OF JIMO



Above: The firebulls were used at the Battle of Jimo 279 BCE.



Left: A Ch'u general's chariot and detail below.



CHINA EXPANDS

“Use various methods to make the enemy come forward and lie in wait for it at a convenient locality; we can thereby achieve certain victory. The principle goes, ‘manoeuvre the enemy instead of being manoeuvred’.”

On the Battle of Manoeuvre - Bai Zhan Qi Fa ‘Zhi Zhan’

OVERVIEW

The Han dynasty arose from an internal rebellion and was brought to an end by one. The strict legalistic rule of the Qin Dynasty proved too much of a burden for its people. This led to widespread discontent and eventually armed rebellion. Noble families in the beaten states saw this as an opportunity to regain their glory, and while bands of rebels looted the countryside, powerful rival lords mobilised armies to oppose the remnants of Qin rule.

CHRONOLOGY

209 BCE	Peasant revolt against Qin rule
206 BCE	Second Qin Emperor killed. Chu Han War starts
206 BCE	Liu Bang crowned first Han Emperor
200 BCE	Battle of Pincheng
177 BCE	Xiongnu invasion
139 BCE	Zhang Qian expedition to the Yuezhi
127 BCE	First Han offensive against the Xiongnu
119 BCE	Second Han offensive against the Xiongnu
108 BCE	Chinese offensive into western region
108 BCE	Korea submits to Chinese rule
22 BCE	Red Eyebrow revolts
8 CE	Wang Mang usurps the Han Dynasty
40 CE	Revolt in Vietnam led by Trung Sisters
73 CE	Han offensive to assert control over western region
108 CE	Qiang major raids
184 CE	Yellow Scarves revolt
200 CE	Battle of Guandu
208 CE	Battle of Chibi – Red Cliffs
219 CE	Battle of Fancheng
223 CE	Battle of Yiling
228 CE	Battle of Jieting
234 CE	Battle of Wuzhang Plain
263 CE	Shu falls to Wei.
264 CE	The Wei Emperor abdicates, start of the Jin Dynasty
280 CE	Wu falls to the Jin.

MILITARY DEVELOPMENTS IN THE PERIOD

The Han army evolved from the armies of the late Warring States. The organisation was broadly similar but a major difference was the increase in the cavalry element of the army. Whereas the Qin Warring States army is thought to have comprised up to 10% cavalry, the Han army of Liu Bang is thought to have had over 20%. Later on, whole armies of cavalry were used in the military expeditions into the northern steppes and western desert areas.

During the Western Han period, a system of conscription was brought in so that each male conscripted served a two year period in the army and was liable for call-up in a crisis.

The role played by chariots was now being assigned to the cavalry. Large scale invasions and incursions by nomads prompted a new style of Chinese warfare. Under the Martial Emperor Wu Di, large military campaigns advanced the Chinese empire into new territories opening up new trading routes and pacifying the nomads. During the Western Han reign, the military task changed to one of border warfare on the fringes of the new empire and maintaining internal order. The effectiveness of the army lessened during the long periods of peace so that when peasant uprisings and rebellions started, imperial armies suffered numerous defeats. This process continued under the Eastern Han who had to face religious insurrections towards the end of the period. To deal with these large sized but modestly effective armies, the authorities had to seek the help of local warlord armies.

Iron was now the main metal used for edged weapons with the exception of officers who still revered the beauty of bronze for their swords. The sword type changed into a *dao* or slashing knife form, more suited for use by cavalry. Cavalry were trained to use bows and crossbows as missile weapons and halberds and spears for close combat. The increased use of iron weapons and the effectiveness of crossbow bolts prompted the development of iron shields for protection. Later in the period, iron helmets and armour came into use as well.

Armies varied in size according to the mission. The flexible organisation employed by Chinese armies enabled minor desert outposts to be manned by small squads. Large armies could be mobilised to provide manpower for expeditions or to face massive nomad invasions by calling up reserves. The military expedition armies of Wu Di are noted as having over 100,000 cavalry. The large peasant and religious cultist armies are said to have been over 300,000. Later on in the Three Kingdoms period, the warlord armies varied in size depending on the reputation of the warlord and their changing fortunes. Some are noted as being under 50,000 whilst others were up to 100,000 and above.

THE CHU HAN WAR

A peasants uprising against the Qin in 209 CE set off dormant regional rivalries. Xiang Yu of Chu emerged as the main contender in the power struggle. He was from the noble Xiang family that had provided Chu with generals, notably in the struggle against Qin. Proving to be a mediocre scholar and swordsman, he declared to his uncle:

“The study of writing only enables one to keep records of people’s names, swordmanship only enables one to deal with a single enemy. So both are unworthy of my efforts. What I want to learn is the art of fighting ten thousand men.”

Shortly afterwards he led a revolt in Chu with his uncle Xiang Liang raising an army of several thousand against Qin. In the course of their march, a wise man, Fan Zeng, reminded them of the dying words of Xiang Yan that Chu would destroy Qin. At first the Chu army defeated the armies sent against it but suffered a defeat at Dingtao at which Xiang Liang was killed. Qin then turned against the former state of Zhao, besieging the city of Julu.

SECRETS OF THE STRATEGIST: SMASHING ONE'S COOKING POT

This Chinese idiom refers to burning one's bridges and being determined to succeed no matter the cost. A Chu force was sent to relieve Julu. Whilst the other nobles waited on the sidelines, Xiang Yu crossed the Zhanghe River and established a bridgehead. He then moved his main force across, ordering the men to take only enough grain for three days and to smash their cooking pots and sink their boats when they had crossed the river. In this way, they only had three days to defeat the forces of Qin. They fought with ferocity with the personal example of Xiang Yu who challenged the enemy general in a personal duel. In the resulting battle, half the army of Qin was lost and the siege of Julu lifted. The other nobles submitted to Xiang Yu with the rest of the Qin army forced to surrender.

The Second Qin Emperor was slain in 206 BCE, resulting in a power vacuum. Xiang Yu divided the kingdom into 18 principalities and proclaimed himself Overlord of Western Chu with Pengcheng as his capital. Not all were satisfied with this arrangement and a rival to Xiang Yu arose in the form of Liu Bang, prince of Han. Their four year struggle was to be known as the Chu-Han War after the origins of the adversaries.

They were both very different people and employed different methods. Xiang Yu was noted as impatient, distrustful and over-fond of glory. He favoured the direct attack, the headlong charge at the enemy in the tradition of his Chu heritage. He had the better army at the start which left a trail of blazing cities and slaughtered citizens in its wake. Liu Bang on the other hand was noted as being shrewd, almost genial and willing to accommodate. He relied on the techniques of subtle play and although of modest talents, he surrounded himself with skillful advisors. These included Xiao He (civil administrator), Zhang Liang (strategist) and Han Xin (famed general).

At first they co-operated in opposing the Qin authorities. Later, when Qin was defeated in the summer of 206 BCE, they raced to be first in the former Qin capital of Xianyang. Liu Bang had got there first by forbidding his troops from plundering the area during the march. His reasonable treatment of the Qin people meant they were willing to submit to his forces. When Xiang Yu arrived, he firstly confronted Liu Bang. He had by far the larger army and Liu Bang had to make way. Xiang Yu then sacked the city, setting it ablaze and slaughtering any inhabitants they could find. Xiang Yu then divided the realm up amongst those nobles who had rebelled with him.

Liu Bang was given the remote western districts of Shu and Ba. The settlement did not last as the rival princes struggled to grasp more territory or dispute their allocation. Liu Bang now looked for a way to enter the central arena from his remote mountain locked district. Han Xin suggested a ploy. They made to repair the plank roads leading to the east which they had destroyed after reaching the area. These were timber planked roads, wide enough for a man or a pack animal to traverse, sited high above river gorges with a sheer drop on one side. Whilst appearing to prepare this as their invasion route, they secretly advanced by a path through the mountains at Chencang into the strategic area of Guanzhong (the famed 'land within the passes'). Xiang Yu meanwhile was putting down a revolt in Qi with his trademark brutality. Liu Bang gathered an army of over 500,000 and seized Pengchang in 205 BCE. He then rested whilst enjoying Xiang Yu's palace and women. Xiang Yu reacted swiftly and set off with a vanguard of his 30,000 best troops. Liu Bang was defeated with many of his allies now defecting to Xiang Yu, he led the remainder into a fortified camp at Xingyang.

Han Xin now used another indirect strategy. He took an army into Wei, giving the illusion that he would cross the Huang He river at Puban. Han Xin demonstrated that he would cross the river at this point with banners arrayed and boats readied for an assault. Meanwhile, he struck out and crossed the river further upstream at Xiayang. He then pushed on and besieged the city of Anyi. The Prince of Wei could only blindly react to this unexpected move, was defeated and forced to surrender. Han Xin then continued to operate on the periphery whilst Xiang Yu and Liu Bang were facing off at Xingyang.

Han Xin first advanced into Dai and defeated their army. He followed this up with a move into Zhao and was confronted by an army of 200,000 at Jingxing Pass. Han Xin was faced with a tactical challenge. He had earlier had to release his best forces to the main Han forces at Xingying. Left with only 20,000-30,000 men and short of supplies, he found the enemy entrenched in strong defensive positions in a pass where two chariots could not ride side by side.

Li Zuoche, a Zhao noble offered a clever ruse to cut off Han Xin whilst his army was in the gorge. This was rejected by Chen Yu, the king of Zhao's advisor and an upright Confucian scholar as being cowardly and underhand! Meanwhile, Han Xin had a clever plan of his own to solve the tactical problem he now faced. Using a small force of 2,000 cavalry they used a small mountain path that overlooked the gorge and the enemy camp. He sent a vanguard force into the gorge and halted with their backs to the river, cutting off their retreat. His main force also moved into the gorge past the vanguard prominently displaying the commander's flag. The Zhao army now felt the Han had committed a tactical error by moving into a trap and charged out of their camp.

After a fierce struggle the Han army made a feigned retreat down the gorge towards the vanguard unit who helped hold the Zhao. The Han cavalry force seized the lightly guarded Zhao camp in the rear and on its ramparts triumphantly raised the red banners of the Han. Seeing this, the Zhao army was panic stricken and fell apart. The

Han army now attacked in both directions, the Zhao king was captured and Chen Yu killed. Receiving the acclamation of his officers later, some disputed that Han Xin's tactics were in accordance with the principles of the Art of War. They had no clear route for retreat if anything went wrong. Han Xin gently reproved them, pointing out that the *Art of War* also made the point that forces put in a 'death ground' would keenly fight, as proved the case!

HAN TRIUMPHANT: FAREWELL MY CONCUBINE

As the conflict wore on, the advantage started to turn to Han. Their army gathered strength and operations on the periphery of the main seat of conflict were also being decided to Han's advantage. The main forces under Xiang Yu and Liu Bang were stuck in a stalemate in the Guangwu Mountains. Although he had Liu Bang's father and wife as hostages, Xiang Yu could not get the Han to move from their positions for a decisive battle. He needed this to happen as, unlike the Han, he had no guaranteed source of supplies and his stocks were running low. In desperation he sent an envoy to challenge Liu Bang to a personal duel.

"I challenge you to come out in person and fight with me so as to free others from the suffering of war."

Liu Bang knew a duel would be to Xiang Yu's benefit and replied.

"I'd rather fight with wisdom than with force."

This exchange showed the clear difference in thinking between the two men. Nevertheless, Xiang Yu stormed out of his camp, calling on Liu Bang to meet him. Liu Bang shouted back across the river ravine denouncing Xiang Yu as a criminal. Xiang Yu had his archers fire at Liu Bang who took a minor wound. With his supplies now exhausted, Xiang Yu eventually had to agree to peace terms between the two parties and released Liu Bang's loved ones. Letting Xiang Yu return east, Liu Bang was also going to disengage his forces until his advisors argued that now was the time to defeat Chu. The Han army marched east towards the Chu army and met them at Guling. Xiang Yu now had his revenge and inflicted a terrible defeat on Han. The Han army retreated to the city of Chenggao where it was surrounded and besieged. Liu Bang's clever strategist Zhang Liang had however sent a small force to destroy Chu's granaries in the rear. Yet again the Chu army was defeated by strategy and logistics. Liu Bang now needed to get the upper hand and so he offered land to Han Xin and other generals who so far had remained on the sidelines, waiting to see who the clear victor was before committing themselves.

With the additional reinforcements swelling the ranks of the Han army, Liu Bang now searched for an ideal battlefield to finally finish off Xiang Yu. He found this at Jiulishan and awaited the Chu army heading for their base at Pengcheng. The two armies met at Gaixia in the present day Anhui province. Xiang Yu found his 100,000 troops outnumbered by the vast Han army and so used the area's many ditches, marshes and walls as a defensive zone for his fortified camp. Han Xin, with 30,000 of his best men,

taunted the Chu, inciting them to fight. Xiang Yu, although beside himself with rage, was restrained by his subordinates until he caught sight of Liu Bang and his generals. In this way, Xiang Yu was made to pursue the Han army into the prepared killing ground at Jiulishan.

Upon an agreed signal, Han columns appeared from all around but Xiang Yu and his men managed to beat them back. The weight of numbers started to tell and the Chu army, overcome by exhaustion and heavy casualties, started to retreat to their camp at Gaixia. Only 20,000-30,000 made it back.

Xiang Yu was now trapped in his camp by a vastly superior force. Legend has it that Liu Bang had his men sing the folk songs of Chu to demoralise the enemy. This seems to have worked as cold and hungry, the Chu army deserted until there were only 1,000 men left loyal to Xiang Yu in the camp.

The final scene is the subject of the famous Beijing Opera *Farewell My Concubine* – Bawang biejī is with his favourite horse Zhui as he bids a last farewell to his concubine Lady Yu. She sorrowfully sings to him:

*"The Han army has taken our land,
all around are the songs of Chu;
my lord's spirit is broken,
what reason do I have now to live?"*

Urging him to go, she draws his sword and cuts her own throat.

With 800 of his loyal men, Xiang Yu broke out of the camp swinging his large halberd, beset by the Han army on all sides. Coming to a crossroads he asked for directions from a farmer who deliberately misled him into a marsh. Reduced now to only 28 men on a small hill and surrounded on all sides, he shouted defiance at the Han warriors. Recognising a face from his homeland he taunted him:

"Aren't you my countryman, Lu Madong? I hear that the king of Han has offered a thousand taels for my head, promising to grant the man that kills me the title of marquis with a fief of over a thousand families. Well here is your chance to collect your prize!"

And with these words he cut his own throat. Liu Bang is said to have made use of the head by sending it to the remaining Chu supporters to convince them Xiang Yu was finally dead.

Liu Bang was now left as the undisputed ruler of China and was crowned as emperor in 206 BCE. Given the temple name *Gaodi*, he re-unified the country and founded the Han dynasty which was to last over 400 years. He was keen to avoid the mistakes the Qin had made but in his flexible way used the better aspects of their administration system. He divided the country up into a series of military commanderies and small kingdoms to maintain internal order. He always felt uneasy about how reluctant his gifted generals had been to come to his aid at Guling. Consequently in 196 BCE, he had Peng Yue and Han Xin put to death after he became suspicious that they were plotting against him.

Gaodi founded a new capital Chang'an, close to the former Qin capital at Xianyang in the west. For this reason, the period is known as the Western Han. This new capital was to grow to be the largest city in the world at that time.

WESTERN HAN

Although the Middle Kingdom was now free of the chaos of civil war, it was not at peace. Whilst China was divided and in turmoil, the border nomads had a chance to recover, re-group and settle their tribal differences. They had a new leader Modun who became shan yu of the Xiongnu in 209 BCE after killing his own father. An energetic leader, he unified the disparate Xiongnu tribes. Possibly as a consequence of the successful Qin campaign against them in the Ordos by Meng Tian, the Xiongnu now organised themselves into a large horde rather than smaller tribal raiding groups. Modun also led the Xiongnu on an aggressive war of expansion, increasing their territory in all directions. He pressed down hard on the Yuezhi in the west and gained the strategic Gansu corridor. In the east he defeated the Dong Hu tribe in modern day Manchuria. To the north he pushed into the territory of the Dingling tribe of Siberia. Finally in the south, he recovered the Ordos area from China. He founded a new Xiongnu capital at Lung Ch'eng and started a tradition of an annual meeting and census of all the tribes.

In 200 BCE, war broke out between the Xiongnu and the Han. Gaodi led an expedition of over 300,000 into the Xiongnu heartland, which ended in disaster due to the hostile wintry conditions on the steppes. The Xiongnu horde led by Modun with 400,000 cavalry then trapped the Han force at Pingcheng for seven days. The emperor was forced to agree to humiliating conditions, including the payment of annual tribute and offering Han princesses to the tribal chiefs.

Further unrest in the empire led to a final campaign against rebels in 196 BCE. The rebels were defeated but Gaodi, leading the Han army, received a fatal wound in a frontier skirmish and died in 195 BCE. The country though did not descend into civil war due to the robust government system he left behind. China grew more prosperous, especially under the wise rule of Han Wendi (the Civil Emperor) who ascended the throne in 180 BCE. His successor Han Jingdi carried on the strengthening of China. Amongst his significant reforms was the introduction of two years military conscription for peasants which could provide manpower for a large trained army for the Han.

The Xiongnu then unleashed a large scale invasion in 177 BCE using the Ordos region as a staging post. The Han and the Xiongnu tried a diplomatic solution from 176 BCE - 175 BCE. Modun continued to drive the Yuezhi out of the Gansu corridor and shortly after died in 174 BCE. His son Chi Chu became the new shan yu and another major invasion followed, which came within 120 kilometres of the capital Chang'an. No major engagements arose from this campaign but border raids followed. Again in 160 BCE, a new shan yu Chun Ch'en and the Xiongnu increased aggressive raids along the borders.

In one raid 30,000 cavalry attacked Shang commandery and another 30,000 Yunchung commandery, both in present day Mongolia. The Chinese responded by setting up a series of beacon stations to give warning of nomad raids. The Han were not only acutely aware of the dangers of a full Xiongnu invasion but were also concerned about one of the frontier kingdoms breaking away from the empire and defecting to the Xiongnu.

SECRETS OF THE STRATEGIST: LI GUANG FOOLS THE XIONGNU

Emperor Jingdi sent the famed Chinese general and archer Li Guang to lead a counterattack against a Xiongnu major attack into Shang commandery. A eunuch sent to accompany the Han force led a small scout party out of the Han camp. Spying three Xiongnu scouts they set off to pursue them but found out they were the feared Xiongnu 'eagle shooters' - master archers. With the rest of the party killed, the wounded eunuch fled back to the camp. Li Guang set off with a hundred cavalymen to hunt them down. After losing their horses, the eagle shooters were now on foot. Using his cavalry to herd them from both sides, Li Guang shot down two and captured the third.

On the way to take their captive back to camp, they encountered many thousands of Xiongnu nomads. The Xiongnu were suspicious of the small Han party, kept their distance and headed for some nearby hills. Although Li Guang's men wanted to make a break for base, he ordered them to calmly dismount, unsaddle their horses and make camp. A Xiongnu leader moved in for a closer look and Li Guang and a dozen men shot him down. They then made to settle and rest for the night. Suspecting a trap, the Xiongnu remained wary and moved away in the dead of night fearing a Han attack. Come the daybreak, Li Guang led his men safely back to camp. He had successfully applied the 'empty city' ruse - risky and only used in a dire situation where no other alternative was available. This does not hide the weakness of your situation which the enemy takes to be a trap!

CHINA EXPANDS UNDER WU DI

Wu Di ascended the throne at age 16. He inherited a stable China with a strong economy and an efficient administration. This gave him a good foundation for territorial expansion. The most clearest and present enemies were the Xiongnu in the north and west of the country. At first he offered tribute to them in the same way as the previous emperors had done. In 135 BCE he renewed the peace treaty with the Xiongnu but in the following year he changed policy. He ordered a raid on the city of Mai in Yenmen commandery to capture the Xiongnu shan yu. The plot was foiled but it now set the tone for the future relationship with the Xiongnu. The days of lavish tribute goods, fractured peace treaties and marriages with Han princesses were over. The Han empire now felt capable to deal with the Xiongnu in a different way. It was not until autumn 129 BCE though that full scale conflict broke out between the two adversaries. The Han used 40,000 cavalry to attack the Xiongnu at markets set up along the border. This was followed in 127 BCE with a massive offensive led by the distinguished general

Wei Qing who re-took the Ordos Loop area. The Han showed they intended to hold this by setting up two commanderies here and re-settling a large number of Chinese colonists in the area. China was lucky at this time because it also had another fine general in the shape of Huo Chuping. He carried out a lightning attack into the Xiongnu realm with a large force of light cavalry. In six days this force subdued five Xiongnu kingdoms, secured two vital mountain ranges and caused the surrender of the Xiongnu ruler and 40,000 men. The nomads were dealt another crippling blow when in 119 BCE both Chinese generals advanced with separate columns of 50,000 cavalry and 30,000-50,000 infantry in a pincer attack deep into Xiongnu territory. This caused the shan yu and his court to flee north of the Gobi desert. These campaigns came at a great cost, each side losing about 80,000-90,000 men but the Xiongnu had been dealt a powerful blow. The Han now also separated the Xiongnu from the Qiang in the west and, importantly, gained access to the Gansu corridor and the western region.

The Xiongnu went through a leadership crisis from 115 BCE - 60 BCE. There was a succession of short lived shan yu which helped to keep the various tribes united. They sent envoys to the Han as early as 119 BCE seeking a return to the marriage alliance system. The Han however were in a strong enough position to spurn these overtures and made clear they would only deal with the Xiongnu as a tribute state. The Xiongnu king Huhanye agreed to submit to Han in 53 BCE. He then formally paid tribute to the Chinese emperor with a visit later that year. The Chinese general Chen Tang led an audacious expedition in 36 BCE that defeated Zhi Zhi, the brother and deadly rival of the Xiongnu king. His head was sent back in triumph to Chang'an. The Xiongnu from this point were viewed as an outer vassal of the Han.

The defeat of the Xiongnu now gave access to the western district. This was an immense area stretching from Kashgar to east of Lop Nor. The Han saw this as an opportunity to open up trading routes to the west. There was also the tempting idea that peoples in this area could be used as allies against the Xiongnu in the future. Zhang Qian, an explorer with a 100 man expedition including a Xiongnu guide, set off in 138 BCE into the barren western deserts. His immediate objective was to seek out the Yuezhi tribe, driven to the far west by the Xiongnu. They were however captured en route by the Xiongnu and held by them for over ten years. It was not until 126 BCE that Zhang Qian returned to Han territory with a lone companion from the original party. He had failed in his main mission but the Han were encouraged to send more envoys into the area. Zhang Qian again set out in 115 BCE with a caravan of gifts and established links with the Wusan nomads and the cities of Ferghana, Sogdiana, Bactria and Khotan. He discovered the Wusun had over 188,000 fighting men, which would make them a very useful ally. A Han princess was sent to the Wusun leader, the kun mo. He in turn sent 1,000 of the fine Ferghana steeds as a gift. The Xiongnu also hurriedly sent a princess to the kun mo who accorded their princess higher status than the Han one!

The Han now resolved to gain the whole area by force. This strategy started with attacks in 108 BCE towards the key cities of Cherchen and Turfan under general Zhao Ponu. These were the closest main population centres to the Chinese held territory in the east. Both were taken.

The next move was much more ambitious. The general Li Guangli mounted an expedition to conquer Ferghana. This was at the far end of the western district and some 1,500 kilometres from Turfan, the nearest Chinese staging post. The splendid horses of Ferghana were the main prize but it would also exert Chinese power in the area and in the long term open up trading routes. The campaign was to last four years and it took two attempts to achieve Ferghana's submission. The Xiongnu attempted to obstruct the expedition but were outnumbered and beaten off. After the fall of Ferghana, 'all states of the western regions were shocked and frightened' and sent envoys to Han.

The Han and Xiongnu now started a power struggle over Turfan. A Chinese coalition force led by an ex Xiongnu king, Chen Wan, attacked Turfan in 90 BCE. The Xiongnu hit back and briefly re-occupied the area. In 72 BCE - 71 BCE, a Han force with a coalition of the Wusun, Dingling and Wuhuan tribes inflicted a series of stinging major defeats on the Xiongnu. Turfan was finally taken in 67 BCE and Han then organised military colonies in the pacified area. Trading routes could now be opened up so that Chinese silk and other goods would travel through Central Asian, Indian, Middle Eastern and African agents to the famed empire of Da Qin - Greater Qin or Rome.

China also looked to expand to the south after the prime enemy in the north had been dealt with. Another explorer, Chuang Chu led the race to open up routes to the south. Although the area had no powerful adversary like the Xiongnu, nevertheless the terrain was very difficult with high mountain ranges, malaria ridden swamps and dense forests. Han forces managed to set up two commanderies in the area covering the modern day Yunnan and Sichuan provinces. Pushing further south, a further commandery called I Zhou was established in 108 BCE. At the same time, Han forces had to intervene in the independent kingdom of Nanyue which was in a state of revolt. Han forces continued to advance south, eventually reaching the southern seaboard, Hainan Island and the coast of the South China Sea. In the tropical east of the country the independent kingdoms of Min Yue and Dong On had to be contained with the help of Han naval forces. They escaped conquest as the terrain was thought too difficult for colonisation.

In the far north-east, an attempt in 128 BCE - 127 BCE to conquer the land now known as Korea was frustrated. A further, more determined, attempt was made and the local leaders were forced to submit in 108 BCE. The northern and central areas of Korea were then turned into four Han commanderies.

TURMOIL – WANG MANG AND THE RED EYEBROWS

Twin floods of the Huang He river occurred between 3 CE and 11 CE. This led to the large scale displacement of the population in the area, and in Shandong province, groups of peasants banded together to form a large army. They were opposed by forces mobilised under the usurper Wang Mang in 18 CE. A further army was raised in 22 CE. This peasant army called themselves the Red Eyebrows after the distinctive red marking on their foreheads. This appears to have been their only distinguishing mark as they used no banners. Less of an army than an armed mob, they did not have a command system and appeared not to use military units. They were nonetheless regarded as a formidable force despite their leaders being largely illiterate peasants!

The mob eventually grew unwieldy and difficult to keep supplied and so was split into three. In summer 22 CE one group, the Xinshi force, moved into Nanyang. The aristocrats there defended their holdings from walled camps backed up by their loyal followers and tenants. Another group of Red Eyebrows operated in the south, calling themselves the Lower Yangzi force. A new Red Eyebrows group also formed and called themselves the Pinglin force. The Red Eyebrows moved through the countryside at will. They do not appear to have had any political ambitions, rather they moved around, living off the land in a nomadic fashion. The aristocrats chose to use them for their own ends – a Han claimant Liu Yen united the Xinshi and Pinglin forces. The rebels were initially successful but were defeated by the forces of Wang Mang at Xiaochangan.

Another member of the Liu family, Liu Posheng rallied the rebels and won over local chieftains to his cause. He then went on to defeat Wang Mang's army in 23 CE and besieged Wan, the capital of Nanyang. They then legitimised their cause by proclaiming an imperial candidate as emperor Gengshi and portrayed themselves as an army of Han restoration.

Wang Mang raised another army and laid siege to Kunyang. Liu Xiu escaped from the city to gather reinforcements in the north. The Han army in Kunyang then sallied out, trapping the Wang Mang army between it and the new army of Liu Xiu. The city of Wan had already fallen to the Gengshi emperor's forces. Wang Mang's authority now crumbled after the defeat at Kunyang and secondary rebellions broke out throughout the empire.

The Han restoration army now marched on the capital Chang'an. Sensing the opportunity for loot and an advantage, rival clans also moved in. The rebels managed to break into Chang'an, the fighting lasting several days. Wang Mang met his end fighting a last stand at the Terrace Bathed by Water.

Emperor Gengshi then made a number of political mistakes, including not reaching a satisfactory settlement with the Red Eyebrows. His support had begun to slip away so he decided to move his base to the former imperial capital Chang'an. This had been looted and was in a difficult position to defend. The local chieftains joined forces with the Red Eyebrows who split into three groups and defeated an imperial army under Liu Xiu. They then entered and sacked the capital on October 24 CE. Emperor Gengshi was made to abdicate, moved to a remote post and later strangled.

The fortunes of the Red Eyebrows then changed. Liu Xiu proclaimed himself emperor and made Loyang in the east the new capital. The Red Eyebrows had exhausted their supplies and sources of loot by 26 CE and needed to find new areas to sustain their army. Their uneducated leadership showed poor judgement and they moved west into a barren and hostile area. Attacked by the cold climate and the forces of warlord Wei Ao, they despondently turned back to Chang'an and surrendered to Imperial forces. The Red Eyebrows rebellion had collapsed.

EASTERN HAN

After the unrest of the Wang Mang period, the country stabilised under the Later or Eastern Han Dynasty. China's neighbours however were to cause major problems to the new administration.

China had steadily expanded its borders to the south (Nanyue) and south-east (Minyue) from the start of the Qin Dynasty. Control of these areas, which they regarded as highly barbarian, was tenuous at times and they did not always give tribute or behave in the way the Chinese expected a tribute state to act.

In 40 CE in the part of Nanyue corresponding to modern day Vietnam, the local people rose up led by two daughters of the local chief. These were the Trung Sisters. The elder and more militant of the two, Trung Trac (known to the Chinese as Zheng Ce) was proclaimed king, aided by her more docile sister Trung Nhi (known as Zheng Er). Many of the Nanyue tribes allied themselves with the sisters. Their revolt is said to have started when the local governor killed the husband of Trung Trac – they went on to raise an army and take 65 settlements. China was slow to react and it was not until the summer of 42 CE that an army of suppression was raised under General Ma Yuan. He was given the title of General Who Calms the Waves (fubo jiang jun) and assembled an army of over 10,000 men. They dispatched a supply fleet along the coast whilst the army made its way through the rugged coastal plain. The Vietnamese accounts refer to the Chinese making detailed preparations prior to the campaign such as gathering wagons and boats, repairing roads and bridges and opening up mountain passes. The army marched southwards and met the army of the Trung sisters in 43 CE at Lang Bac. As the Vietnamese accounts describe,

"The king (meaning Trung Trac!) saw that the enemy is too strong, thought that her own troops are a motley mixture, feared that she can not defend her position, retreated to and held Cam Khe. The troops also thought that since the king is a woman, afraid that they can not defeat the enemy, so they ran. The country is lost."

Third Book – Complete Annals of Great Viet

The sisters are said to have committed suicide by drowning themselves in a river according to Vietnamese legend or were captured and executed according to the Chinese. Although pacified, the southern commanderies were subjected to further uprisings, necessitating Chinese forces being sent to restore order.

TURMOIL RETURNS – THE YELLOW SCARVES

China now became prey to the attentions of so called 'magic rebels' – yao zei. Taking inspiration from the religion of Daoism, two separate religious cults sprung up. Both were led by three brothers, called Zhang, practicing a form of faith healing but there was no noted relationship between the two clans.

The first cult called itself the Way of Five Pecks of Grain – *wa tou mi dao*. This established itself in the west under Zhang Dao Ling, supported by his brothers Zhang Heng and Zhang Lu, and was influenced by the writings of the mystic Yu Ji who preached that universal harmony had been lost and it was no longer necessary to obey rulers. This was very much against the mainstream ideas in China which were aligned with internal harmony and following the Mandate of Heaven. Zhang Ling went even further and organised people into groups. Applying patent remedies they charged a tithe of five bushels of grain to guarantee the future health of their followers – thus gave them their name. With this they could afford a hierarchy and support network. They also claimed a covenant with the Daoist founder Lao Zi by which they could dispel demonic forces!

Zhang Ling proclaimed himself a Celestial Master and set up a line of succession. The Celestial Master received a great sword and seal used to combat demonic forces which were contained in jars within their temples. Zhang Ling died around 160 CE and was succeeded firstly by Zhang Heng and then Zhang Lu. The local governor Liu Yen asked Zhang Lu in 188 CE to organise an army to combat rebel forces under Shu Gu. He combined forces with another army under a cult leader Zhang Xiu and defeated the rebels. He then created his own independent theocratic kingdom in north Sichuan. Efficiently run with good roads, farming and food stores for the poor it lasted for 30 years. When the Han government became resurgent, he wisely surrendered authority to them and quietly retired. The great sword was said to have rested in the temples on Dragon and Tiger Mountains until 1927. The jars were smashed at the same time unleashing demonic forces on the world or so it was alleged!

The second cult, later to be known as the Yellow Scarves or *huang jin* was to have much greater impact on Chinese history. Founded by another Zhang, in this case Zhang Jue, it also made use of mystical rites and faith healing practices to attract followers. They promised a better world based on the vision of a Great Peace – *Taiping dao*.

"When a new cycle of sixty years begins, great fortune will come to the world."

Yellow Scarves slogan

Again people were organised into units, in this case based on 24 districts or bu.

Zhang Jue was known as a Celestial Master – *tien shi* and the Yellow Scarves leaders were known as Libationers – *chi jiu*. Followers were either Fathers or Mothers of Dao – *dao fu/dao mu* or Brothers or Sisters of Dao – *dao nan/dao nu*.

They were tolerated for ten years as their influence grew throughout the country – even pervading the palace guards protecting the imperial quarters. In March 184 CE as the new 60 year cycle approached, they suddenly

preached armed rebellion against the Han predicting that the days of the Han were over and the Great Peace was now approaching.

"The Blue Heaven is already dead, the Yellow Heaven will take its place."

Yellow Scarves slogan

Around the countryside over 100,000 of their followers donned their distinctive yellow headwear and took up arms against the Han government. The insurrection affected 16 commanderies around the capital. Imperial forces attempting to put down the rebellion were defeated and their officers defected or fled. Faced with this grave situation, the Han surrounded the capital with lines of defence and sent three commanders out to attack the rebels. This was not entirely successful so they had to rely on warlord armies to defeat the main body of the Yellow Scarves. Offshoots of the insurrection continued as the White Wave and Black Mountain cults. Subsidiary Yellow Scarves revolts flared up using nomad Wuhuan forces in 187 CE and in Sichaun in 188 CE. The famed warlord Cao Cao engaged a Yellow Scarves force of over 300,000 and included them in his army in 192 CE. It was not until 207 CE that all Yellow Scarves activity died out but in the process they fatally damaged Han authority and enhanced the break-up of the empire into warlord kingdoms.

THE RISE OF CAO CAO

Cao Cao was now becoming a rising force in the north. He introduced a system by which members of his army were granted land in return for taxes in the form of grain from the land. The Emperor fled the capital and took shelter with Cao Cao in 196 CE. Cao Cao met and defeated his rival Yuan Shao at the Battle of Guandu in 200 CE. He went on to take the territory of the Yuan family in 206 CE. The following year, he campaigned against the Wuhuan nomads in the north-east of the country and defeated them.

SECRETS OF THE STRATEGIST: AS RUTHLESS AS CAO CAO

Amongst the knowledgeable Chinese, Cao Cao has become a byword for ruthlessness. He was the archetypal historical villain to some, yet interesting enough was secretly admired by many! An episode in the Romance of the Three Kingdoms illustrates the point. Having escaped capture early in his career with the magistrate Chen Gong, who freed him, he took shelter with his sworn uncle, Lu Boshe. The two fugitives took a rest whilst his uncle went to get some wine. In the background they heard knives being sharpened and the servants say "We'll tie them up and kill them". Cao Cao struck first, cutting down the eight people in the household. It was only afterwards that they found out the servants were referring to some pigs for the feast!

"In the course of their escape from the house, they met uncle Lu on the road with the wine. Cao Cao distracted Lu and then cut him down. To the shocked magistrate who asked why he killed him, he merely said "Better to wrong the world than have it wrong me!"

In 208 CE, Cao Cao was made the imperial chancellor. Soon after, one of his rival warlords, Liu Biao, fell ill and died without a ready successor. This succession crisis left his territory open to being snatched by either Cao Cao or the Sun family led by Sun Quan. Cao Cao forced Liu Zong (Liu Biao's son) to hand over the disputed territory to him. The other warlords, fearful they would be Cao Cao's next target, combined against him. Cao Cao marched his army south to conquer them and defeated Liu Bei at the Battle of Changbanpo. The allies decided to resist and met him at the Battle of Chibi, otherwise known as the Red Cliffs.

The master strategist Zhuge Liang was the guiding light behind the allies' victory at Chibi. Although Cao Cao was noted as an excellent strategist, Zhuge proved the superior. After the defeat at Changbanpo, Liu Bei managed to rally his army and Zhuge persuaded the allies there was still a lot of fight left in them. As he pointed out, Cao Cao's army was tired, not as large as was thought and in an unfamiliar environment. A problem for the alliance though was the critical lack of supplies, particularly of arrows if the major battle was fought on water. Zhuge then devised a means of acquiring these from Cao Cao!

"I have launched a southern expedition as entrusted by the Son of Heaven. Liu Zhong has already surrendered. Now I am bringing an army of 800,000 officers and men to the lower reaches of the Yangzi and we will see which of us is the stronger!"

Cao Cao, in a letter to Sun Quan

Zhuce promised to acquire 100,000 arrows to counter a plot by his rival Zhou Yu to discredit him. Using 20 fast boats with straw dummies fastened to the side, they set off at night in a heavy fog into the Yangzi river towards Cao Cao's camp on the other side. Nearing the camp, they started a cacophony of drums and war cries so that it appeared an attack was in progress. Fearing that it was a trap to draw out his fleet into the fog, Cao Cao ordered his army to shoot at the enemy fleet. The arrows were caught in the straw dummies. Zhuge thus acquired the arrows and bested his rival.

Both strategists were agreed that Cao Cao needed to be defeated on water using fire. This required an east wind. Zhuge Liang offered to summon a wind using magical means and ordered an altar constructed on a nearby hill. He ascended the hill and carried out a Daoist ritual at the altar during the day. By midnight the wind had changed to an easterly one. Whether the wily Zhuge Liang really had magical knowledge or an understanding of weather conditions we will never know!

Meanwhile, Cao Cao had linked all his ships together to improve station keeping and security of the fleet. At a party on his flagship, looking over his fleet with impending victory in mind, Cao Cao felt impelled to compose a poem:

*"How many years can one man live?
Why not drink, dance and sing as one pleases?
A mountain is high, ever hungry for earth,
The sea is deep, ever drinking from streams.
Like Duke Zhou I seek all men whose qualities are good,
Then I shall see this great land made one."*

The allies sent ten warships laden with a combustible mix of reeds, sulphur and oil-soaked firewood towards Cao Cao's tethered fleet. To add to the deception, Cao Cao had been made to believe the ships were an enemy warlord, Huang Gai, coming to surrender. The troops onboard set fire to the ships which crashed into Cao Cao's fleet. Adding to the chaos, flaming arrows were fired into his camp and Liu Bei's army attacked, attempting to cut off the escape route for Cao Cao's army. Although Cao Cao managed to escape, much of his army was lost and the two rival warlords took control of the Yangzi River region.

Cao Cao's drive on the south of the country was stopped by his defeat at Chibi, so instead, he concentrated his efforts upon a western campaign. The area around the former capital, Chang'an, was conquered by his forces in 211 CE. He had opened a route to the south-west by 215 CE by defeating the religious leader Chang Lu. At the same time, Liu Bei was busy campaigning in the south and captured the I Zhou commandery. Cao Cao's aim was to consolidate his political position and secure his dynasty for the future. He was made Duke of Wei in 213 CE and the following year deposed the empress and killed her two princes as well just to be sure there would be no later rival claims to the throne. He was now free to marry off his daughter to the Emperor and she became empress in 215 CE. To top his rise to power, Cao Cao then took the step of proclaiming himself King of Wei. Although Han loyalists plotted against him fearing his power and influence over the Emperor, the plot failed and many felt Cao Cao was working to become Emperor. Whether or not he was will never be known as he died in 220 CE.

Upon his death, his son Cao Pi became King of Wei and imperial chancellor. He toured the south of the country to display his power, especially to Sun Quan. Events then unfolded very fast. A Han courtier revealed to Cao Pi that there was a prophecy foretelling that he would become Emperor. Discussions were held and by the last month of that year (220 CE) the Han Emperor agreed to abdicate. In this way, the great and glorious Han dynasty came to a close and China was to again be plunged into chaos.

THE THREE KINGDOMS

The Eastern Han Dynasty by 220 CE had been wracked by political in-fighting, uprisings and corruption. Although seen as weak, the rule of the Han was still not generally despised in the same way as the Qin. The warlords could use the authority of the Han to give themselves the legitimacy to rule. Some warlords, such as the notorious Cao Cao, actually used the Emperor as a puppet to seal edicts they had already drafted.

Popularised by the famous novel *Romance of the Three Kingdoms* written by the author Luo Guanzhong in the Ming Dynasty, this period is famous for the exploits of the major warlords, their supporters, rulers and the beautiful women who beguiled them!

The Three Kingdoms period runs roughly from the break up of the Han Dynasty in 220 CE to the founding of the Jin Dynasty in 280 CE. The three kingdoms of the name were: Wei, Shu and Wu. In addition to the warlord Cao Cao who became the ruler of Wei, the tale also focuses on the fortunes of three sworn blood brothers – Liu Bei, Zhang Fei and Guan Yu. In a familiar scene in Chinese

culture, these three heroes swore an oath of allegiance in a peach garden. The first mission of the brotherhood under Liu Bei was to uphold the government, which resulted in them leading 500 men against the Yellow Scarves and defeating them in the Youzhou and Qinzhou provinces. Later on they were joined by the master strategist Zhuge Liang. The kingdom of Shu under Sun Quan, although never as strong as the other states, could nevertheless exploit any local reverses of the other kingdoms to its advantage.

Cao Cao's son proclaimed himself Emperor of Wei in 220 CE with Louyang as its capital. A year later Liu Bei followed by proclaiming himself a Han Emperor of the state of Shu, and Sun Quan was acknowledged as the King of Wu by Wei. The execution of his sworn brother Guan Yu led Liu Bei to declare war on Wu. The Shu army invaded Wu in 222 CE and was initially successful, having a predominantly infantry force that suited the mountainous terrain. The two forces met at the Battle of Xiaoting with the forces of Wu commanded by Lu Xun. The terrain was flatter here, favouring the cavalry heavy forces of Wu.

Knowing that Liu Bei's army was running low on supplies, they remained within a fortified camp waiting for the summer's heat to take effect. Liu Bei moved into a nearby forest to shade his men. Lu Xun then deployed his brilliant ruse by torching the forest with fire arrows and, as the warriors of Shu were driven out of the forest by fire they were shot down. Liu Bei escaped with only 1,000 men to a nearby castle. Depressed by his defeat and the loss of his sworn brothers, he took his life.

Zhugue Liang was now left to direct the war for Shu.

SECRETS OF A STRATEGIST: A DEAD ZHUGE SCARES AWAY A LIVING ZHONG DA

Another Chinese idiom referenced to a historic event. In this case during the Three Kingdoms period at the Battle of Wu Zhang Plains where a stand-off occurred between the armies of Shu and Wei in 234 CE. The famed master strategist Zhuge Liang had died in an earlier engagement, causing the Shu army to retreat. They were hotly pursued by the Wei force under Sima Yi (Zhong Da being his courtesy name) until they were ambushed by small parties of Shu warriors. Amongst these was the imposing figure of Zhuge and the Wei consequently thought they had been trapped in a ruse!

Breaking out they fled, little knowing that 'Zhuge' was a decoy; a common trooper disguised as him by some accounts and a wooden statue by others. Hence the saying!

This shows the penchant in the Far East for using doubles or decoys of commanders to fool the opposition. Sometimes things were not always what they seemed.

Wu began a new strategy by expanding into the southern borderlands held by the Shanyue native peoples. After an epic three year siege, the Shanyue capital at Danyang fell and Wu enlisted 40,000 Shanyue tribesmen as auxiliaries into his army. Shu also had conflict on its southern borders after the neighbouring Yi tribe captured Yizhou.

Zhugue Liang mustered his forces and, advancing in three columns, defeated the Yi, killing their chief Meng Huo. He then incorporated Yi tribesmen into his army.

After subduing and expanding into the 'barbarian' south, Wu and Shu formed a joint alliance against Wei. Concentrating his forces at Hanzhong, Zhuge Liang led the Shu army towards Qishan in 228 CE. A secondary force under Zhao Yun attacked out of Ji Gorge to act as a diversion. A battle was fought at Jieting, General Ma Su leading the Shu forces set up camp on a hill – despite good advice to camp in the valley, where there was a water supply. The Wei forces under general Zhang He then surrounded the force until a Shu general Wang Ping managed to help them break out. This undermined Zhuge's strategy and, due to supply problems, was forced to retreat back to Hanzhong. Shu attempted four more expeditions over the next six years to break the stalemate – supply usually proving to be the problem. The northern expeditions were brought to an end with the death of Zhuge Liang in 234 CE. The state of Shu was then run by three rulers but later in 258 CE, eunuchs gained control. Zhuge's successor as chancellor, Jiang Wei was not able to make any progress in defeating Wei. For their part, Wei launched an attack in three columns in 263 CE. The Shu army had to abandon their main base, Hanzhong, and were outflanked at the Battle of Jiange. The Wei army pushed on to the Shu capital, Chengdu, and took this in the winter of 263 CE. The state of Shu was finished.

The other partner in the alliance against Wei, Wu, had remained on the strategic defensive. The Yangzi river, which acted as a border between them, had been the site of many fierce clashes. Wu had constructed a defence line along the river including strong fortresses. With comparative peace in his homeland, the Wu ruler, Sun Quan, had built up trade and with it the land's economy. This was helped by refugees from the north and tribesmen from the Shanyue conquests. Sun Quan died in 252 CE and Wu then started a steady decline in influence.

In Wei there was rivalry between the Cao clan of the acknowledged ruler and the Sima clan. The Sima were a powerful clan and had many military victories to add to their prestige. These included the defeat of the warlord Gongsun Yuan who had led a revolt in 238 CE. This later led to a palace coup in which Sima Yi deposed the Cao as rulers of Wei. The rivalry continued with Cao Mao being killed by Sima Zhao in 260 CE. Cao Huan then succeeded to the throne but Sima Yan forced him to abdicate in 264 CE, leading to the overthrow of the Wei Dynasty and the foundation of the Jin.

With the fall of Shu, the Jin now prepared to invade Wu. Work began on constructing a fleet to cross the Yangzi and an army was assembled under the Jin commander Yang Hu in 269 CE. Wu lost its last great general when Lu Kang died in 273 CE. The final blow from Jin was not to come until the winter of 279 CE. The Wu faced an immense offensive with simultaneous attacks at five points along the Yangzi. This was supported by the Jin fleet. The Wu defences, although formidable, buckled under the weight of the Jin offensive. Their capital Jiange fell in March 280 CE. The Three Kingdoms were no more.

HAN DYNASTY

“Avoid the strong to attack the weak, avoid the solid to attack the brittle, and avoid the difficult to attack the easy. This is the way to achieve a hundred victories in a hundred battles.”

*Summary of Military Canons –
Wu Jing Zong Yao (Part one, Volume four)*

This army list has been written to help you create an army of the Han Dynasty. The dynasty was a glorious chapter in China's history which saw the country consolidate and expand into the western steppes, the tropical jungles of the south and the mountains of Korea. It also saw the Chinese lead large expeditions to capture the highly prized blood sweating Heavenly Horses (tien ma) of Ferghana as well as striking back against their tormentors; the Xiongnu nomads. The Han was founded as a result of social revolt, and rebellions such as those of the Red Eyebrows and Yellow Scarves were to be a feature of this epoch. The use of cavalry developed as chariots became outmoded and superior horse stocks became available.

SPECIAL RULES

Left Handed Fighting Style

It is doubtful that there was a specific left handed style of unit fighting. Some illustrations however do show individual Chinese warriors fighting in this way. The player may nominate Elite units as fighting in a *Left Handed Fighting Style* and they reduce an opponent's Initiative and saving throw by 1.



ARMY LIST OPTIONS

Western Han Dynasty –

Army of Internal Suppression

Characters: Up to 25% of the points value of the army may be spent on characters.

Chariotry & Cavalry: Up to 25% of the points value of the army.

Infantry: At least 33% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have two selected options per 1,000 points.

Western Han Dynasty –

Expeditionary or Route Army

Characters: Up to 25% of the points value of the army may be spent on characters.

Chariotry & Cavalry: At least 25% of the points value of the army.

Infantry: At least 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

Alternatively, may take up to 25% of the points value with Eastern Steppe Nomads as Allies.

Western Han Dynasty –

Army of the Western District (Xi Yu)

Characters: Up to 25% of the points value of the army may be spent on characters.

Chariotry & Cavalry: At least 25% of the points value of the army (no units of Chariots).

Infantry: At least 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

Alternatively, may take up to 25% of the points value with Eastern Steppe Nomads as Allies.

Eastern Han Dynasty –

Army of Internal Suppression

Characters: Up to 25% of the points value of the army may be spent on characters.

Chariotry & Cavalry: Up to 25% of the points value of the army (no units of Chariots).

Infantry: At least 33% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

Alternatively, may take up to 25% of the points value with Eastern Steppe Nomads as Allies.

CHARACTERS

0-1 GENERAL (jiang jun)

YANG GENERAL

	M	WS	BS	S	T	W	I	A	LD	Pts
Yang General	4	6	6	4	4	3	6	3	8	140

Equipment: Armed with a hand weapon.

Options: May have a spear tipped halberd (+2 pts), shield (+2 pts), light armour (+2 pts), lamellar armour (+4 pts), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rule: *Army General.*

YIN GENERAL

	M	WS	BS	S	T	W	I	A	LD	Pts
Yin General	4	5	5	3	3	2	6	1	9	140

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rules: *Army General. Military Strategist.*

Designer's Note: *The Army General may be either a Yang General, representing the heroic upfront school of generalship or a Yin General who leads by superior strategy. Chinese history is replete with examples of generals who fought in either way. Some may have gone to the extreme of being unarmed and unarmoured!*

MAJOR (xiao wei)

	M	WS	BS	S	T	W	I	A	LD	Pts
Major	4	5	3	3	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rule: If no other Army General is taken, the Major may be made *Army General* for + 25 pts.

0-1 ARMY STANDARD BEARER

(jun dui zhang qi shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), lamellar armour (+4 pts) and horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rule: *Army Standard Bearer.*

0-1 ARMY MUSICIAN (jun dui yue shi)

	M	WS	BS	S	T	W	I	A	LD	Pts
Musician	0	3	3	3	3	1	4	1	8	20

Equipment: Armed with a hand weapon and very big drum or gong!

Options: May have light armour (+2 pts).

Special Rule: *Army Musician.*

0-1 MILITARY STRATEGIST (jun shi jia)

	M	WS	BS	S	T	W	I	A	LD	Pts
Military Strategist	4	2	2	3	3	1	3	1	7	25

Equipment: Armed with a hand weapon.

Special Rule: *Military Strategist.*

Designer's Note. *Military advisors to famous warlords and leaders usually wore civilian garb. Some were noted to be of eccentric appearance so offering the gamer a great opportunity to come up with an unusual model!*

CHARIOTRY & CAVALRY

HEAVY CHARIOTS (shuang lun zhan che)

	M	WS	BS	S	T	W	I	A	LD	Pts
Heavy Chariot	6	4	4	3	4	2	4	4	8	66

Equipment: Two crewman with hand weapons – one armed with a spear tipped halberd and one armed with a crossbow riding in a four-horse heavy chariot with driver.

Options: Crew may have light armour (+2 pts each) or heavy armour (+4 pts each).

Special Rule: *Chariots.*

LIGHT CAVALRY LANCERS

(chi mao zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	8	3	3	3	3	1	3	1	7	16

Equipment: Lancers are armed with hand weapons and spear tipped halberds.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry.*

LIGHT CAVALRY ARCHERS

(gong jian zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	8	3	3	3	3	1	3	1	7	15

Equipment: Archers are armed with bows and improvised weapons.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry.*

LIGHT CAVALRY CROSSBOW (shi gong zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	8	3	3	3	3	1	3	1	7	16

Equipment: Armed with horse crossbows and improvised weapons.

Options: May have light armour (+2 pts).

Special Rules: *Light Cavalry.* The horse crossbow used by these troops would not have been as powerful as the foot soldier's – so has a range of 24", Strength 3 and a -1 save modifier. If they move in their Movement phase, they are unable to fire that turn (they are assumed to have halted to reload their weapons).

INFANTRY

HALBERDIERS (chi ji shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Halberdiers	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with spear tipped halberds.

Options: May have light armour (+2 pts).

Special Rule: *Combined Formation.* May have up to 50% Archers or Crossbowmen in the unit.

SPEARMEN (chi mao shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearmen	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, thrusting spear & shield.

Options: May have light armour (+2 pts) and large shield (+1 pt).

Special Rule: *Combined Formation.* May have up to 50% Archers or Crossbowmen in the unit.

SWORDSMEN (chi jian zhe)

	M	WS	BS	S	T	W	I	A	LD	Pts
Swordsmen	4	3	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon and shield.

Options: May have light armour (+2 pts) and large shield (+1 pt).

Special Rule: *Light Infantry.*

ARCHERS (gong jian shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Archers	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with an improvised weapon and a bow.

Options: May have light armour (+2 pts).

Special Rule: *Light Infantry.* May also be in *Combined Formation* with Spearmen and Halberdiers.

CROSSBOW (nu shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbow	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with an improvised weapon and a crossbow.

Options: May have light armour (+2 pts).

Special Rules: *Light Infantry. Volley Firing.* May also be in *Combined Formation* with Spearmen and Halberdiers.

SPECIAL UNITS

NOMAD CAVALRY (XIONGNU) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Xiongnu	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow.

Options: May have throwing spear (+1 pt) and shield (+2 pts).

Special Rules: *Light Cavalry. Steppe Nomad Cavalry.*

FOOT BARBARIANS (QIANG/YI/YUEH) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Foot Barbarians	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers.*

STRAW DOGS (CONVICTS) (qiu fan)

	M	WS	BS	S	T	W	I	A	LD	Pts
Straw Dogs	4	2	3	3	3	1	3	1	5	3

Equipment: Armed with a hand weapon.

Options: May have javelin and shield (+2 pts).

Special Rules: *Skirmishers. Straw Dogs* – if the unit flees or is destroyed, it does not cause *panic* in any other unit.

Designer's Note: *Amnestied convicts were known to be used as conscripts for line forces. Some may have been used as a skirmish force.*

ELITES (jing ying shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Elites	4	4	3	3	3	1	4	1	8	8

Equipment: Armed with a hand weapon and shield.

Options: May have light armour (+2 pts) and large shield (+1 pt). May have two handed sword instead of hand weapon and shield for no extra cost. May use Left Handed Fighting Style (+2 pts).

Special Rules: *Light Infantry. Left Handed Fighting Style.*

LIGHT BOLT THROWER (she mao jian shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Bolt Thrower	-	-	-	-	6	2	-	-	-	50

Crew	4	3	3	3	3	1	3	1	7	-
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Equipment: The machine is equipped with two crew armed with a hand weapon.

Options: May have light armour (+2 pts).

Special Rules: *Bolt Thrower:* Range=48", Strength=5/-1 per rank, no save, D4 wounds per hit.

STONE THROWER (reng shi shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Stone Thrower	-	-	-	-	7	7	-	-	-	75

Crew	4	3	3	3	3	1	3	1	7	-
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Equipment: The machine is equipped with five crew armed with a hand weapon.

Options: May have light armour (+2 pts).

Special Rules: *Stone Thrower:* Range = 48", Strength = 7, no save, D3 wounds per hit.

RED EYEBROWS REBELS

"Avoid the strong to attack the weak, avoid the solid to attack the brittle, and avoid the difficult to attack the easy. This is the way to achieve a hundred victories in a hundred battles."

*Summary of Military Canons –
Wu Jing Zong Yao (Part one Volume four)*

This army list has been written to help you create an Ancient Chinese army of Rebels or Religious Cultists for Warhammer Ancient Battles. The Han Dynasty suffered uprisings caused by large groups of disaffected peasants like the Red Eyebrows out to loot the realm without necessarily changing the government. They plundered an area until the forage run out and would then move off into another area. Often with minimal training and inept leadership, they relied on strength of numbers to prevail. Another group, more dangerous in a way, were the religious cultists such as the Yellow Scarves. They were organized and with a military system based on mystical teachings, which included the belief they were invulnerable to weapons! Ultimately, both types were to weaken the Han Dynasty, bringing about its eventual downfall.

SPECIAL RULES

Looting

A unit having this ability can take the shields and weapons of a better equipped enemy if they catch and destroy them as a result of a pursuit or close combat. If the unit subsequently flees, they lose the bonus equipment and revert to their original equipment options.

Players are advised to keep some spare shields and weapons handy to use as markers. Alternatively, place a model from the destroyed unit at the back of the Looting unit to show its new equipment, in a similar way to a captured standard.

No Flags, No Trumpets

Rebel armies, the Red Eyebrows in particular, were noted for a lack of organisation. The Chinese normally had a love for colourful banners – the more the better! The Red Eyebrows' lack of banners was noteworthy.

A unit subject to the No Flags, No Trumpets rule may not take banners or musicians. They consequently do not receive the combat bonus modifications or benefit from a Musician roll-off.

Simple minded

Some ill trained armies did not always react in the best way in the dangerous and ever changing environment of the Far Eastern battlefield. They did not have any training to 'kick in' if opportunities arose or threats appeared. The Red Eyebrows suffered from a lack of trained leadership, being simple disaffected farmers in the main.

Any unit with this 'ability' must take a Leadership test whenever they wish to make a charge. If they fail the Leadership Test for a charge they stay where they are.

The unit is also subject to the rules for *Stubborn* if formed.

ARMY LIST OPTIONS

Han Dynasty Rebel army – Red Eyebrows (hongse meimao)

Characters: Up to 25% of the points value of the army may be spent on characters.

Infantry: At least 33% of the points value of the army and must include at least one Mob per 1,000 points.

Special Units: Up to 25% of the points value of the army. May have only one selected option per 1,000 points.

CHARACTERS

0-1 REBEL LEADER (fanpanzhe lingxiu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Rebel leader	4	6	6	4	4	3	6	3	7	120

Equipment: Armed with a hand weapon.

Options: May have a spear tipped halberd (+2 pts), shield (+2 pts), light armour (+2 pts), lamellar armour (+4 pts), horse (free, increases Movement to 8").

Special Rules: *Army General*.

MAGISTRATES (defangfa gaun)

	M	WS	BS	S	T	W	I	A	LD	Pts
Magistrates	4	4	3	3	3	2	5	2	5	50

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), horse (free, increases Movement to 8").

Special Rules: *Army General* – if no other *Army General* is taken, the Magistrate may be made *Army General* for +25 pts. Warband Rule 1 if accompanying Peasants or a Mob).

Designer's note: *The Red Eyebrows, being simple farming folk, did not know of any higher grade titles than those found at local government level.*

CHIEFTAINS (shouling)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftains	4	5	3	3	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), compound bow (+2 pts), horse (free, increases Movement to 8").

Designer's note. *As uprisings gained momentum, they tended to attract nobles and other powerful leaders to their cause. They may not have shared their values however, being mainly people on the make!*

0-1 ARMY STANDARD BEARER**(jun dui zhang qi shou)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a hand weapon.**Options:** May have a shield (+2 pts), light armour (+2 pts), lamellar armour (+4 pts) and horse (free, increases Movement to 8").**Special Rules:** *Army Standard Bearer.***0-3 MAVERICK HEROES (wuxia)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Mavericks	4	5	5	4	4	1	5	2	8	55

Equipment: Armed with a hand weapon. May have exotic weapons (+2 pts, count as additional hand weapons) or spear tipped halberd (+2 pts). May have horse (free, increases Movement to 8").**Options:** May upgrade characters with one of the following specialities:*Strongman* (hao) – Increases Strength to 5 and W to 2 (+15 pts).*Swift as the Wind* (xunshude xiangfeng) – Increases Movement to 6 (+5 pts).*Skilled Archer.* May have compound bow instead of exotic weapons or spear tipped halberd (+2 pts).**Special Rules:** *Warrior of Legend. Independent Character* – although a Wuxia may accompany and 'lead' a unit, his Leadership value cannot be used by the unit. A Wuxia cannot use the Army General or Army Standard Bearer for any Leadership tests*Dodge Save:* Disdaining armour they receive a 5+ special 'dodge' save that is not modified by the strength of their opponent's attack.**Designers note:** *The wuxia were famed for supporting the underdog and following unlikely causes, especially if contrary to the ruling authority!***INFANTRY****DESERTERS (daobing)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Deserters	4	3	3	3	3	1	3	1	7	7

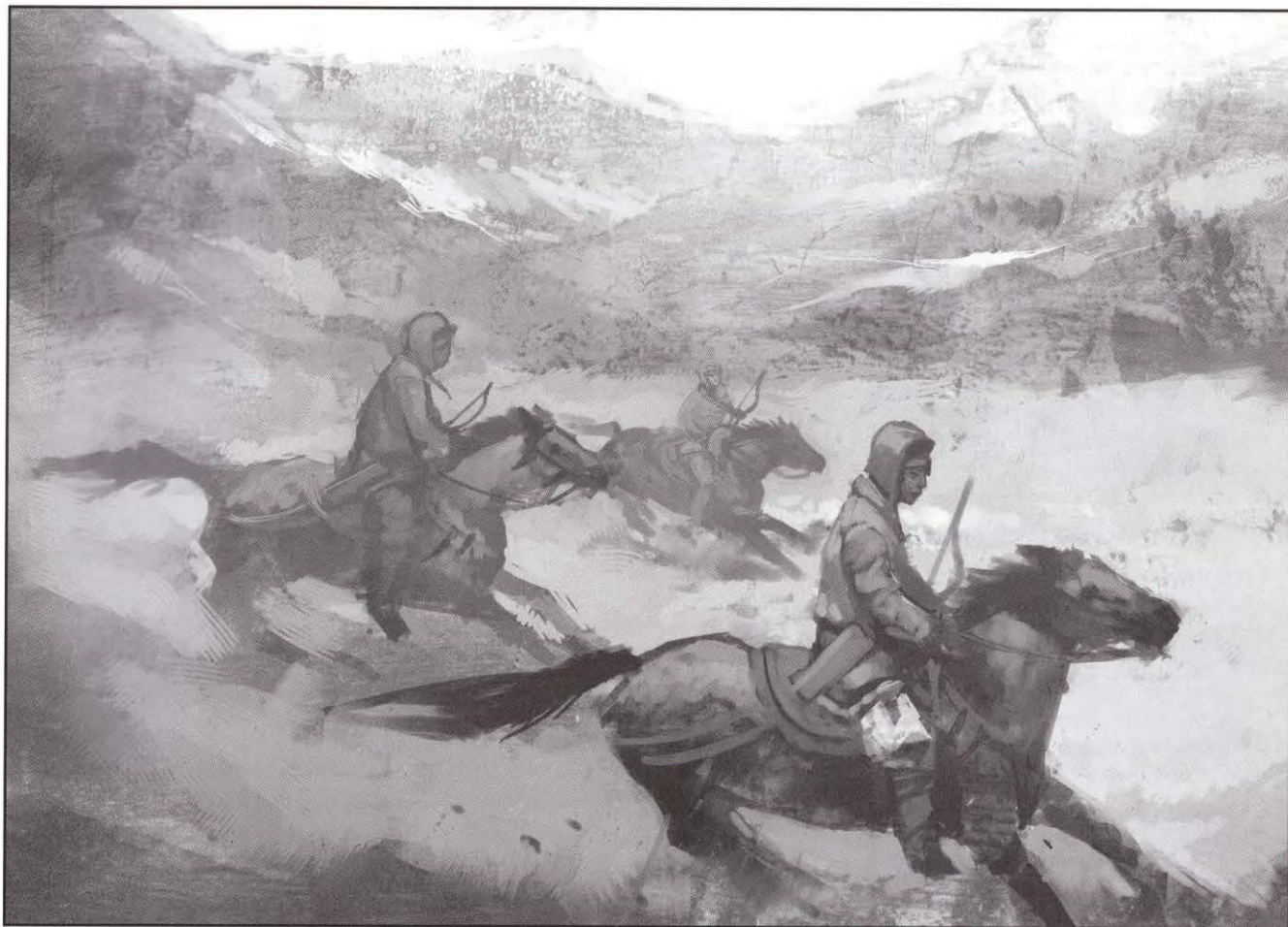
Equipment: Armed with spear tipped halberds or swords and shields.**Options:** May have light armour (+2 pts). May exchange spear tipped halberds or swords and shields for improvised weapon and either bow (+1 pt) or crossbow (+2 pts).**Special Rules:** *No Flags No Trumpets. Looting.***PEASANTS (nong fu)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Peasants	4	2	2	3	3	1	3	1	5	4

Equipment: Armed with farm implements and rocks (counts as hand weapons/javelins with a 4" range).**Options:** May have spear tipped halberds (+2 pts).**Special Rules:** *Warband Rule 1. Light infantry. Simple Minded. No Flags, No Trumpets, Looting.***MOBS (baomin)****1+ RED EYEBROW MOBS**

	M	WS	BS	S	T	W	I	A	LD	Pts
Mob	4	2	2	3	3	1	2	1	3	3

Equipment: Armed with improvised weapons.**Special Rules:** *No Flags No Trumpets. Looting.* Mobs and any Magistrates with their unit are subject to *Warband Psychology Rule 1*. Mobs cannot *Fall Back in Good Order*, unless they outnumber by more than 3 to 1. They cannot benefit from the Leadership value of characters (other than Magistrates with the mob itself), nor can they use the re-roll benefit of the Army Standard.**Mob Deployment:** Red Eyebrows mobs must be deployed last before characters are deployed, and must be positioned either on the player's table edge or the furthest possible distance away from the enemy.**Rousing the Mob:** As the mob is an untrained horde and is acting on their fleeting instincts, they are driven by the passion of the moment rather than sound military doctrine. To get them started they need something to fire them up and get them going. This can be the impassioned oratory of their leader but more likely the chance to loot! At the start of the Rebel player's first turn, the mob takes a Leadership test representing the mood of the mob. If this is passed, the mob is roused. Then subtract the dice roll from the Leadership value. The higher the result the more determined the mob is!**Result Action****0-3** In the first turn, the mob moves forward towards the nearest enemy unit at least 4". They are now subject to **all** Warband Psychology rules (not just Rule 1).**4-6** Same result as 0-3, plus the mob *bates* the enemy and is subject to Hatred rules 2 and 3 only.



For example: A mob unit of 29 red Eyebrows Mobs is led by a Magistrate. As both the followers and the Magistrate are now subject to Warband Psychology Rule 1, they have a Leadership value of 8 (Magistrate's Leadership value 5, +1 for each rank up to a maximum of 3 = 8). At the start of the first turn, the Red Eyebrows player tries to Rouse the Mob. He rolls a 2 and a 1 – resulting in a total of 3. As the total is less than the mob's Leadership of 8, the test is passed and the mob has been successfully roused. When subtracting the dice roll from the mob's Leadership value, the score is a whopping 5 (8-3 = 5) – the mob are now subject to all Warband Psychology rules and is subject to Hatred rules 2 and 3 for the rest of the game.

If the test is failed, the mob count as Levies for the rest of the game.

Fear of horses: If a Mob is successfully charged by a cavalry unit or unit with Chariots, Elephants, Camels, War Wagons or similar big scary thing, they will need to take a Fear test.

Designer's Notes: The Red Eyebrows were packed with large groups of ill trained simple peasants. Without the benefit of training, they were probably volatile like any other mob and liable to break and run at the sight of anything big and scary. It works the same today – that's why police use big horses for crowd control!

SPECIAL UNITS

0-1 LIGHT CAVALRY LANCERS

(chi mao zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	8	3	3	3	3	1	3	1	7	16

Equipment: Lancers are armed with hand weapons and spear tipped halberds.

Options: May have light armour (+2 pts).

Special Rule: Light Cavalry.

FOOT BARBARIANS (QIANG/YI/YUEH) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Foot Barbarians	5	2	3	3	3	1	4	1	5	5

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: Skirmishers.

ESCAPED CONVICTS (qiu fan)

	M	WS	BS	S	T	W	I	A	LD	Pts
Straw Dogs	4	3	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon.

Options: May have javelin and shield (+2 pts).

Special Rules: Skirmishers. Looting.

YELLOW SCARVES RELIGIOUS CULTISTS

"The Blue Heaven is already dead, the Yellow Heaven will take its place."

Yellow Scarves slogan

This army list has been written to help you create an army of Yellow Scarves Religious Cultists. The Han Dynasty suffered uprisings caused by large groups of religious cultists known as *yao zei*, such as the Yellow Scarves (*huang jin*). Unlike the peasant rebel armies, they were organised and used a military system and followed the teachings and mystical beliefs of their masters which included the belief they were invulnerable to weapons! Ultimately, they were to weaken the Han Dynasty, causing its eventual downfall.

SPECIAL RULES

Charisma

At the head of the cult would be a charismatic leader – the followers' minds whilst absorbed with the thoughts of the leader's wisdom would be under his spell. The cult leader may have had special clothes, abilities or appearance to set them apart from the followers. Most often they claimed to be divine! They embodied the power of the cult and once their power was broken so was the cult's.

Any character having this ability is able to provide their Leadership as an Army General until they or the unit they are with flee or break from close combat. After this, even if they rally they may no longer act as an Army General.

Should they flee or break, a Panic test must be taken by all units in the same way as if the Army General has been killed. If the character is subsequently killed, a further Panic test is not needed.

Note: If they are killed outright before any of the above occurs then, of course, the army does need to take a Panic test for death of a General.

Sacred Chant (*shensengde youjiezoude*)

Religious cults rely on the submission of the individual's will to the cult to gain power. They do this in a number of ways such as the power of ritual to overwhelm the person's senses. Often they use a shared, repetitive ritual such a sacred mantra or chant to mesmerise their subjects and take them into a state of trance. In this way the person will willingly take greater risks than they normally would!

The Yellow Scarves player can announce at the start of his turn he will commence a Sacred Chant. All units become immune to Panic tests and each model gains one additional attack for that one turn. After this turn the ability is lost.

Invulnerable to weapons

Many Chinese cults emphasised the power of the techniques they taught their adepts. A common tenet of this was that they could make disciples invulnerable to weapons. This was also the case later on in the 19th Century when the so-called Boxers believed this! The rifles and machine guns of the colonial powers were to show it to be the fallacy it was.

Many reputable Chinese martial arts disciplines do teach methods to harden the body to lessen the impact of blows using special techniques. Adepts can demonstrate these by having concrete slabs broken on their backs or having motorcycles driven over their stomachs – mighty entertaining it is too!

To replicate this ability, units or characters that are 'invulnerable to weapons' may re-roll any Panic tests they are required to make, and are subject to the rules for Stubborn.

ARMY LIST OPTIONS

Han Dynasty – Religious Cultists – Yellow Scarves

Characters: Up to 25% of the points value of the army may be spent on characters.

Infantry: At least 25% of the points value of the army.

Mobs: At least 25% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

CHARACTERS

0-1 CELESTIAL MASTER (*tien shi*)

	M	WS	BS	S	T	W	I	A	LD	Pts
Celestial Master	4	5	5	3	3	2	6	2	9	140

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), lamellar armour (+4 pts), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at an additional cost from the list below.

Special Rules: *Army General. Charisma. Sacred Chant. Invulnerable to Weapons.*



LIBATIONERS (chi jiu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Libationer	4	4	3	3	3	2	5	2	5	50

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), horse (free, increases Movement to 8").

Special Rules: *Army General* – if no other Army General is taken, the Libationer may be made Army General for +25 pts. *Invulnerable to weapons*.

Designer's note: The Yellow Scarves named their leaders Libationers after the fellows who led the toast at banquets.

PRIESTS (dao shi)

	M	WS	BS	S	T	W	I	A	LD	Pts
Priests	4	2	2	3	3	1	3	1	7	60

Equipment: Armed with a hand weapon.

Special Rules: *Rouse the Mobs* – Mobs may use the Priest's leadership for the Rouse the Mobs test. The Mob becomes *Invulnerable to Weapons* if the Priest is present in the front rank.

Designer's note: Priests may have had a role in inciting the large congregations of Yellow Scarves mobs and sustaining their belief during the battle.

CHIEFTAINS (shouling)

	M	WS	BS	S	T	W	I	A	LD	Pts
Chieftains	4	5	3	3	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), compound bow (+2 pts), horse (free, increases Movement to 8").

Designer's note. As uprisings gained momentum, they tended to attract nobles and other powerful leaders to their cause. They may not have shared the values of the cultists however, as they were mainly people on the make and trying to improve their political position).

0-1 SACRED BANNER BEARER (shensengde hengfusizushou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Banner Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), lamellar armour (+4 pts) and horse (free, increases Movement to 8").

Special Rules: *Army Standard Bearer*. *Stubborn*. *Invulnerable to weapons*.

HEAVY CHARIOT (shuang lun zhan che)

	M	WS	BS	S	T	W	I	A	LD	Pts
Heavy Chariot	6	4	4	3	4	2	4	4	8	67

Equipment: Two crewman with hand weapons, one armed with a spear tipped halberd and one armed with a crossbow riding in a four-horse heavy chariot with driver.

Options: Crew may have light armour (+2 pts each).

Special Rule: *Chariots*.

0-1 HERO (ying xiong)

	M	WS	BS	S	T	W	I	A	LD	Pts
Hero	4	5	5	4	4	1	5	2	8	55

Equipment: Armed with a hand weapon. May have exotic weapons (+2 pts, count as additional hand weapons) or spear tipped halberd (+2 pts). May have horse (free, increases Movement to 8").

Options: May upgrade the Hero with one of the following specialities:

Strongman (bao) – Increases Strength to 5 and W to 2 (+15 pts).

Swift as the Wind (xunshude xiangfeng) – Increases Movement to 6 (+5 pts).

Skilled Archer. May have compound bow instead of exotic weapons or spear tipped halberd (+2 pts).

Special Rule: *Warrior of Legend. Independent Character* – although a hero may accompany and 'lead' a unit, his Leadership value cannot be used by the unit. A hero cannot use the Army General or Sacred Banner Bearer for any Leadership tests.

Dodge Save: Disdaining armour they receive a 5+ special 'dodge' save that is not modified by the strength of their opponent's attack.

INFANTRY**0-1 DISCIPLES (zhuisuizhe)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Disciples	4	4	3	3	3	1	3	1	8	12

Equipment: Armed with a spear tipped halberd or swords and shields.

Options: May have light armour (+2 pts).

Special Rule: *Invulnerable to weapons*.

FOLLOWERS OF DAO**(dao fu/dao mu/dao nan/dao nu)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Followers	4	3	3	3	3	1	3	1	7	8

Equipment: Armed with a hand weapon.

Options: May have thrusting spear (+1 pt) or spear tipped halberds (+2 pts). May have light armour (+2 pts).

Special Rules: *Invulnerable to weapons*.

Designer's note: The Yellow Scarves were noted as having groups based on family names such as Dao fathers, mothers, sons and daughters. It is possible they had segregated regiments or units such as women's regiments as noted in the 19th Century Taiping rebellion forces.

**DESERTERS (daobing)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Deserters	4	3	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon.

Options: May have swords and shields or spear tipped halberd (+1 pt) or bows (+2 pts) or crossbows (+3 pts), may have light armour (+2 pts).

Designer's note: Presumably the Yellow Scarves would have attracted some deserters and turncoats from the opposition armies to their magical mystery tour.

PEASANTS (nong fu)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasants	4	2	2	3	3	1	3	1	5	3

Equipment: Armed with farm implements and rocks (counts as hand weapons/javelins, 4" range).

Options: May have thrusting spear (+2 pts).

Special Rules: Warband Rule 1. Light Infantry. May only charge if led by a character.

MOBS (baomin)

"When a new cycle of sixty years begins, great fortune will come to the world."

Yellow Scarves slogan

0-3 YELLOW SCARVES MOBS

	M	WS	BS	S	T	W	I	A	LD	Pts
Mob	4	2	2	3	3	1	2	1	3	3

Equipment: Armed with improvised weapons and bright yellow headscarves!

Special Rules: Mobs and any characters with their unit are subject to Warband Psychology Rule 1. Mobs cannot Fall Back in Good Order unless they outnumber by more than 3 to 1. They cannot benefit from the Leadership value of characters (other than Libationers), nor can they use the re-roll benefit of the Army Standard. A Priest's Leadership value may however be used to Rouse the Mob.

Mob Deployment: Yellow Scarves mobs must be deployed last before characters are deployed and must be positioned either on the player's table edge or the furthest possible distance away from the enemy.

Rousing the Mob: As the mob is an untrained horde and is acting on their fleeting instincts, they are driven by the passion of the moment rather than sound military doctrine. To get them started they need something to fire them up and get them going. This can be the impassioned oratory of their leader promising them the eternal happiness of a Yellow Heaven!

At the start of the Yellow Scarves player's first turn, the mob takes a Leadership test representing the mood of the mob. If this is passed, the mob is roused. Then subtract the dice roll from the Leadership value – the higher the result the more determined the mob is!

Result Action

0-3 In the first turn, the Mob moves forward towards the nearest enemy unit at least 4". They are now subject to all Warband Psychology rules (not just Rule 1).

4-8 Same result as 0-3, plus the mob doubles its attacks in the first round of all combats.

For example: A mob unit of 29 Yellow Scarves Mobs is led by a Libationer. As both the followers and the Libationer are now subject to Warband Psychology Rule 1, they have a Leadership value of 8 (Libationer's Leadership value 5, +1 for each rank up to a maximum of 3 = 8). At the start of the first turn, the Yellow Scarves player tries to Rouse the Mob. He rolls a 2 and a 1 – resulting in a total of 3. As the total is less than the mob's Leadership of 8, the test is passed and the mob has been successfully roused. When subtracting the dice roll from the mob's Leadership value, the score is a whopping 5 (8-3 = 5); The mob are now subject to all Warband Psychology rules and may double their attacks in the first round of all combats for the rest of the game.

If the test is failed, the Mob count as Levies for the rest of the game.

Fear of horses: If a Mob is successfully charged by a cavalry unit or unit with Chariots, Elephants, Camels, War Wagons or similar big scary thing, they will need to take a Fear test.

Designer's Notes: The Yellow Scarves armies were probably bulked out by large groups of ill trained and ill educated followers along for the ride. Without the benefit of training they were most likely volatile like any other mob and liable to break and run at the sight of anything big and scary. It works the same today – that's why police use big horses for crowd control!



SPECIAL UNITS

0-1 LIGHT CAVALRY ARCHERS (gong jian zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	8	3	3	3	3	1	3	1	7	15

Equipment: Archers are armed with hand weapon and bow.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry*.

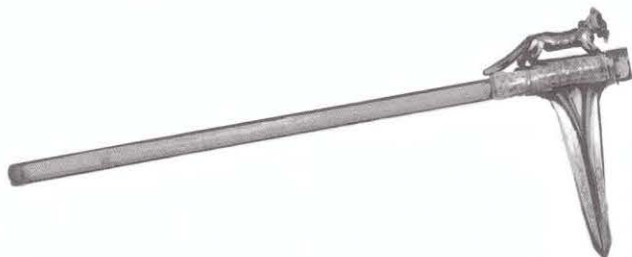
FOOT BARBARIANS (QIANG/YI/YUEH) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Foot Barbarians	5	2	3	3	3	1	4	1	5	4

Equipment: Armed with a hand weapon and bow.

Options: May have javelin and buckler at no extra points.

Special Rule: *Skirmishers*.



0-1 LOOTED LIGHT BOLT THROWER (she mao jian shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: The machine is equipped with two crew armed with a hand weapon.

Options: May have light armour (+2 pts).

Special Rules: *Bolt Thrower:* Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

SPECIAL CHARACTERS

Special Character - ZHANG ZHUE

	M	WS	BS	S	T	W	I	A	LD	Pts
Zhang Zhue	4	4	4	4	4	2	5	2	9	180

Equipment: Armed with a hand weapon, heavy halberd and lamellar armour and horse (free, increases Movement to 8").

Special Rules: *Army General. Charisma. Warrior of Legend. Frenzy. Invulnerable to weapons.*

Healing Potions: The leader of the Yellow Scarves emphasised the healing powers of the cult with health ceremonies, exercises and 'magic potions'. We simulate this by allowing the Special Character to ignore one wound caused on any unit that they are included with per turn. These can be wounds caused by either shooting or close combat.

THREE KINGDOMS

*Alarms are heard from the frontier!
Northern tribesmen pour into the country in their
thousands.*

*Letters are sent from the north, and
Reining his horse he clambers up the hill.
He charges Xiongnu soldiers to the right;
Looking left he assaults the Xianbei.
He's staked himself on the edge of his sword;
How can he treasure his life?*

'On the White Horse', a poem by Cao Zhi, son of Cao Cao

This army list has been written to help you create an army of the Three Kingdoms period. This period, at the end of the Han Dynasty, has been immortalised in books, films and even comics. Powerful warlords battled for control of China, ready to challenge and meet their opposite number in personal duels before the battle if needs be. Employing clever ruses or beautiful women, they each vied for control of China, and the Emperor was a mere puppet in the hands of unscrupulous fellows such as Cao Cao. The chariot had by now disappeared and heavy cavalry started to come into its own. The Three Kingdoms period ended with China once again falling under the rule of a new dynasty – the Jin.

ARMY LIST OPTIONS

Three Kingdoms Army

Characters: Up to 25% of the points value of the army may be spent on characters.

Cavalry: Up to 33% of the points value of the army.

Infantry: At least 33% of the points value of the army.

Special Units: Up to 25% of the points value of the army. May only have one selected option per 1,000 points.

CHARACTERS

0-1 WARLORD (junfa)

YANG WARLORD

	M	WS	BS	S	T	W	I	A	LD	Pts
Yang General	4	6	6	4	4	3	6	3	8	140

Equipment: Armed with a hand weapon.

Options: May have a heavy halberd (+3 pts), lamellar armour (+4 pts), horse (free, increases Movement to 8"), warhorse (+8 pts), barding for horse (+4 pts).

Special Rules: *Army General. Heroic Combat.*

YIN WARLORD

	M	WS	BS	S	T	W	I	A	LD	Pts
Yin General	4	5	5	3	3	2	6	1	9	140

Equipment: Armed with a hand weapon.

Options: May have light armour (+2 pts), horse (free, increases Movement to 8").

Special Rules: *Army General. Military Strategist.*

GENERAL (jiang jun)

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	5	3	3	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), horse (free, increases Movement to 8").

Special Rules: *Heroic Combat.* If no other Army General is taken, the General may be made *Army General* for +25 pts.

Designer's Note: *During the Three Kingdoms period, the size of armies varied. The state leaders were warlords and often led armies in the field. Below these would be generals who acted on the warlord's orders and so are treated as subsidiary characters.*

0-1 ARMY STANDARD BEARER

(jun dui zhang qi shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a hand weapon.

Options: May have a shield (+2 pts), light armour (+2 pts), lamellar armour (+4 pts) and horse (free, increases Movement to 8"), barding for horse (+4 pts).

Special Rule: *Army Standard Bearer.*

0-1 ARMY MUSICIAN (jun dui yue shi)

	M	WS	BS	S	T	W	I	A	LD	Pts
Musician	0	3	3	3	3	1	4	1	8	20

Equipment: Armed with a hand weapon and very big drum or gong!

Options: May have light armour (+2 pts).

Special Rule: *Army Musician.*

0-1 MILITARY STRATEGIST (jun shi jia)

	M	WS	BS	S	T	W	I	A	LD	Pts
Military Strategist	4	2	2	3	3	1	3	1	7	25

Equipment: Armed with a hand weapon.

Special Rule: *Military Strategist.*

Designer's Note: *Military advisors to famous warlords and leaders usually wore civilian garb. Some were noted to be of eccentric appearance so this offers the gamer a great opportunity to come up with an unusual model!*



CAVALRY

0-1 GUARD CAVALRY (weiso qibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Guard Cavalry	8	4	4	3	3	1	4	1	8	34

Equipment: Armed with hand weapon, thrusting spear, lamellar armour and barding.

Options: May take a heavy halberd instead of thrusting spear (+1 pt). May have bow (+3 pts).

Special Rules: *Stubborn*. May count rank bonus of up to +1 even though cavalry.

0-1 HEAVY CAVALRY (daliang qibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Heavy Cavalry	8	4	4	3	3	1	3	1	8	30

Equipment: Armed with a hand weapon, thrusting spear, lamellar armour and barding.

Options: May have bow (+3 pts).

Special Rule: May count rank bonus of up to +1 even though cavalry.

LIGHT CAVALRY LANCERS

(chi mao zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	8	3	3	3	3	1	3	1	7	16

Equipment: Lancers are armed with hand weapons and spear tipped halberds.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry*.

LIGHT CAVALRY ARCHERS

(gong jian zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	8	3	3	3	3	1	3	1	7	15

Equipment: Archers are armed with bows.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry*.

LIGHT CAVALRY CROSSBOW

(shi gong zhuang jia shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Lancer	8	3	3	3	3	1	3	1	7	16

Equipment: Armed with horse crossbows and improvised weapons.

Options: May have light armour (+2 pts).

Special Rule: *Light Cavalry*.

The horse crossbow used by these troops would not have been as powerful as that of the foot soldier so has a range of 24", Strength 3 and a -1 save modifier. If they move in their Movement phase, they are unable to fire that turn (they are assumed to have halted to reload their weapons).



INFANTRY

HALBERDIERS (chi ji shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Halberdiers	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with spear tipped halberds.

Options: May have light armour (+2 pts).

Special Rule: *Combined Formation*. May have up to 50% Archers or Crossbowmen in the unit.

SPEARMEN (chi mao shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearmen	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, thrusting spear and shield.

Options: May have light armour (+2 pts) and large shield (+1 pt).

Special Rule: *Combined Formation*. May have up to 50% Archers or Crossbowmen in the unit.

SWORDSMEN (chi jian zhe)

	M	WS	BS	S	T	W	I	A	LD	Pts
Swordsmen	4	3	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon & shield.

Options: May have light armour (+2 pts) and large shield (+1 pt).

Special Rule: *Light Infantry*.

ARCHERS (gong jian shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Archers	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a bow and improvised weapon.

Options: May have light armour (+2 pts).

Special Rules: *Light Infantry*. May also be in *Combined Formation* with Spearmen or Halberdiers.

CROSSBOW (nu shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbow	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with a crossbow and improvised weapon.

Options: May have light armour (+2 pts).

Special Rules: *Light Infantry*. *Volley Firing*. May also be in *Combined Formation* with Spearmen or Halberdiers.

SPECIAL UNITS

NOMAD CAVALRY (XIONGNU/WUHUAN) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Nomads	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow.

Options: May have throwing spear (+1 pt) and shield (+2 pts).

Special Rules: *Light Cavalry. Nomad Cavalry.*

FOOT BARBARIANS (QIANG/YI/YUEH) (hu)

	M	WS	BS	S	T	W	I	A	LD	Pts
Foot Barbarians	5	2	3	3	3	1	4	1	5	4

Equipment: Armed with a hand weapon and bow.

Options: May exchange bow for javelin and buckler at no extra points.

Special Rule: *Skirmishers.*

ELITES (jing ying shibing)

	M	WS	BS	S	T	W	I	A	LD	Pts
Elites	4	4	3	3	3	1	4	1	8	8

Equipment: Armed with a hand weapon and shield.

Options: May have light armour (+2 pts) and upgrade to large shield (+1 pt). May have double-handed sword instead of hand weapon and shield for no extra cost.

Special Rule: *Light Infantry.*

LIGHT BOLT THROWER (she mao jian shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: The machine is equipped with two crew armed with a hand weapon.

Options: May have light armour (+2 pts).

Special Rules: *Bolt Thrower:* Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

STONE THROWER (reng shi shou)

	M	WS	BS	S	T	W	I	A	LD	Pts
Stone Thrower	-	-	-	-	7	7	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: The machine is equipped with five crew armed with a hand weapon.

Options: May have light armour (+2 pts).

Special Rules: *Stone Thrower:* Range = 48", Strength = 7, no save, D3 wounds per hit.



ARMY VARIANTS

Army of Wei

May take Allies allocated against the Special Units points allowance:

- Wuhuan from the Eastern Steppe Nomads list
- Yellow Scarves from the Yellow Scarves list.

Army of Shu-Han

May take Allies allocated against the Special Units points allowance:

- Xi Yi from the Early Eastern Tribes list.

Army of Wu

May take Allies allocated against the Special Units points allowance:

- Man Yi from the Early Eastern Tribes list.

SPECIAL CHARACTERS

Designer's Note: *The Three Kingdom's novelisation of the events of this period is very much driven by strong characters. Duels between heroes and champions are strongly featured, as are the crafty and subtle actions of the strategists! To reflect this in our treatment of the period, the main characters are represented by Special Characters.*

Furthermore to capture the spirit of the character, each is given a certain quality or special rule as well as a trademark weapon.

THE BROTHERHOOD OF THE PEACH GARDEN

Three characters made an oath in a peach garden and became sworn brothers. They must fight on the same side and the player may take one or any number within the Special Character rule. They also use a special rule known as *Sworn Brotherhood* if they are all taken together. In this case the First Brother is the Army General, the Second Brother is the Army Standard Bearer and the third Brother is a Champion to respond to challenges. If the First Brother is killed, the Second Brother becomes the Army General and the Third Brother becomes the Army Standard Bearer in the following turn. A Panic test is still required and Victory points are gained for killing an Army General or capturing an army standard, etc.

LIU BEI

	M	WS	BS	S	T	W	I	A	LD	Pts
Liu Bei	4	6	5	3	3	3	6	3	10	225

Equipment: Armed with a pair of double-edged swords (counts as additional hand weapon), lamellar armour and horse (free, increases Movement to 8").

Special Rules: *Army General. Heroic Combat. Warrior of Legend. Military Strategist. Sworn Brotherhood – First Brother.*

Quality: *Steadfast* – Liu Bei was related to the Han imperial line and had a strong sense of his destiny in restoring Han rule. He may re-roll one Leadership test he makes during a game but it can never be subject to a further re-roll, eg, Break test against an Army Standard Bearer.

GUAN YU

	M	WS	BS	S	T	W	I	A	LD	Pts
Guan Yu	4	5	5	4	4	3	5	3	9	125

Equipment: Armed with a Green Crescent moon halberd (counts as a heavy halberd), lamellar armour and horse (free, increases Movement to 8").

Special Rules: *Army Standard Bearer. Heroic Combat. Warrior of Legend. Sworn Brotherhood – Second Brother.*

Quality: *Courage* – Guan Yu became immortalised as the Chinese God of War with his image with its trademark Green Crescent halberd well known throughout Chinese culture. He is an inspiration to other units around him. Any unit or character within 6" of Guan Yu at the Combat Resolution phase will become Stubborn for that turn.

ZHANG FEI

	M	WS	BS	S	T	W	I	A	LD	Pts
Zhang Fei	4	5	5	3	3	2	5	2	9	110

Equipment: Armed with an 18-span Serpent Headed Spear (counts as a kontos), lamellar armour and horse (free, increases Movement to 8").

Special Rules: *Army Standard Bearer. Heroic Combat. Warrior of Legend. Sworn Brotherhood – Third Brother.*

Quality: *Impetuous* – Zhang Fei was an impulsive fellow and to represent this is made *Impetuous*:

1. During each friendly Compulsory Movement phase, roll a D6 for Zhang Fei and any unit he is with. On a roll of 1, he or the unit must charge the closest enemy unit that is within its charge arc. If there are no enemy units within charge range, he or the unit must move at least its base movement toward the closest enemy unit within its charge arc. On a roll of 2-6, or if there are no enemy units within the charge arc, he or the unit may be moved normally.

2. Impetuous characters or units must always pursue enemy units that they have defeated in close combat, and must always pursue after an overrun.

3. Impetuous characters and units may never disengage from close combat, but they may FBIGO.

OTHER THREE
KINGDOMS CHARACTERS

CAO CAO

	M	WS	BS	S	T	W	I	A	LD	Pts
Cao Cao	4	6	5	3	3	3	6	3	10	225

Equipment: Armed with a crescent moon halberd (counts as a heavy halberd), lamellar armour and horse (free, increases Movement to 8").

Special Rules: *Army General. Heroic Combat. Warrior of Legend. Military Strategist.*

Quality: *Guile* – Cao Cao was known for being a crafty and very suspicious fellow. As such, he may counteract any one Ruse per game before a player attempts their Leadership roll to use it. He was also very lucky at making an escape out of a tight corner so may roll an additional D6 when fleeing.

ZHUGE LIANG

	M	WS	BS	S	T	W	I	A	LD	Pts
Zhuge Liang	4	4	4	3	3	2	5	2	10	200

Equipment: Armed with a Noble Sword, lamellar armour and horse (free, increases Movement to 8").

Special Rules: *Army General, Military Strategist.*

Quality: *Master Strategist* – Zhuge is noted as being an exceptional strategist. He can hold two Ruses instead of one per 1,000 pts.

RED HARE

	M	WS	BS	S	T	W	I	A	LD	Pts
Red Hare	9	3	0	3	-	-	4	1	-	15

The Red Hare is a superb horse featured in the *Romance of the Three Kingdoms* novel. So called because of its beautifully rich reddish chestnut coat and fast gait. Originally owned by Lu Bu, it was the prized possession of several of the warlords in turn.

May be assigned to a Warlord, General or special character at the start of the game.

Special Rule: *Warhorse.*



RUSES

“Victory in war can be achieved by ingenuity. One who is conversant with a minor skill can launch great causes and one who is versed in a minor art can attain great achievements. No skill is too lowly and no art too humble; this rings especially true in war.”

*A Scholar's Dilettante Remarks on War –
Tou Bi Fu Tan, Chapter 10.*

RUSES

The Far Eastern military manuals, folktales and legends are replete with examples of cunning ruses and low down dirty tricks! A general who could win with his head by outsmarting his opponent was much revered. In fact many such ruses have become figures of speech in the Chinese language or even celebrated in Beijing opera.

In the game system, we represent this using the Chinese Five Element or wu xing system. On a very simple scale, it works like the Paper-Scissors-Rock children's game where one option is able to defeat another. Some of the options may work as force enablers or force multipliers in modern language rather than having a strong direct action. For example, they may enable players to make a bold manoeuvre and break through a solid defence.

Each character with the *Military Strategist* ability is allowed a single ruse choice per 1,000 pts. The points cost for Ruses is allocated against the special unit allowance, not character allowance. Each ruse costs 50 pts, the points are not included in the Victory Point total if not used. If used they are added to the opponent's total. They provide considerable fun and colour to the game and give opponents of Chinese armies something to keep them on edge!

The ruses work as follows:

1) The ruse will state when in the game turn it can be used. Some may be used upon deployment, some may be used at the very start of the game, and some may only be used in certain parts of the player's turn.

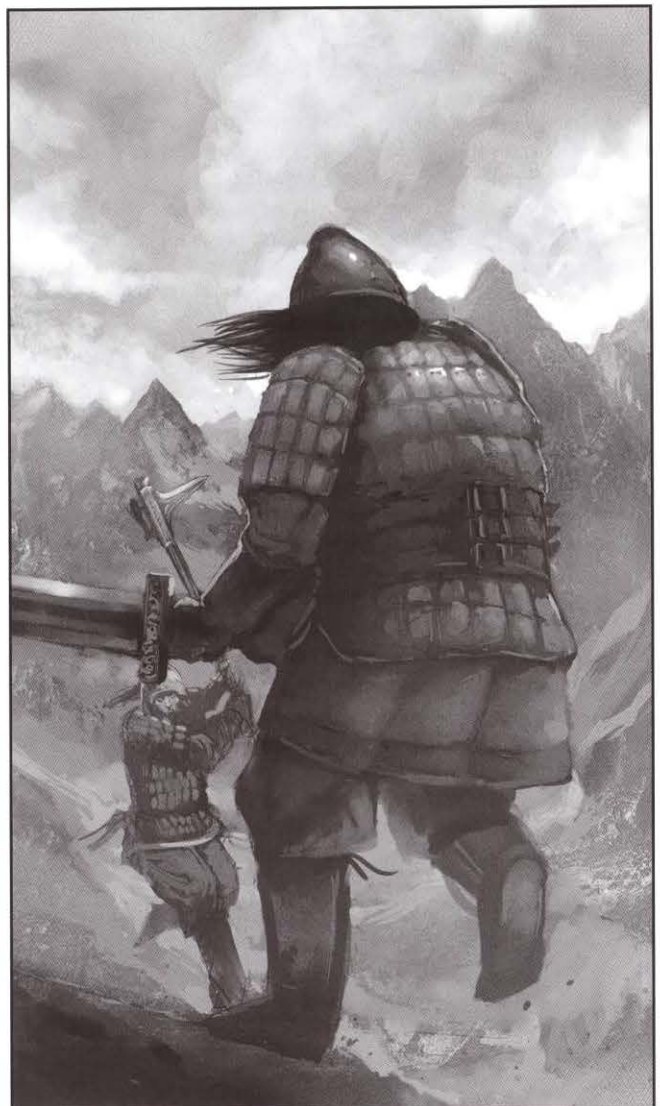
2) To employ the ruse, the player must first have a Military Strategist or General with the Military Strategist ability. They then make a Leadership roll – if they pass they may employ the Ruse. If they fail, they cannot use it until the next opportunity arises. This does mean that you only get one chance to employ 'Start of Game' ruses.

3) Some ruses only work against certain troops or situations. For example, Bramble Barricades are only effective against enemy infantry (elephants, camels, chariots, war wagons and cavalry being presumed to be able to push through them with minimal effect). On the other hand, Deerhorn Barricades only work against all the things that aren't affected by Bramble Barricades (the nimbler infantry are assumed to be able to dodge round the pointy stakes!).

4) Some notes on the ruse and modelling suggestions are offered for those who want to add a bit of colour and variety to their game. It's also a great opportunity to show off modelling skills and creativity.

It is highly recommended that the ruses are used as Masked Ruses or hidden from the other player. This means that the owner need only mark that they have a ruse on the army list, for example, Ruse #1, Ruse #2. The owner would keep the model or card hidden from their opponent but to be fair it would be able for inspection at the end of the game if not revealed during play. Before the start of the game, when the players outline their armies, the owner would then say "I have two ruses". They are then used as indicated in the game. Of course, it adds to the fun as the opponent is kept in a state of tension wondering what is going to be sprung on him!

5) Naturally ruses can be used in many other different and entertaining ways. Players and games organisers should make clear beforehand how they will be used and seek their opponents consent first.





FIRE RUSES – KAN – 'QUICK, UNEXPECTED'

Fire Ruses are not just limited to those using fire or incendiary attacks. They are any ruses that have a quick and unexpected effect – wild and uncontrolled consuming all in its path. The drawback is that if they are stopped and suffocated, the effect dies out!

1. Fire Brands

When to use: Start of the player's turn.

How to use: The Fire Brands are allocated to one unit.

Fire Brands destroy any wooden war machines, fascines, etc, that the unit comes into contact with during that turn.

How to model: Card or listing on the army list.

2. Firebulls

When to use: Start of the owning player's turn.

How to use: The owning player nominates one unit with the Fire Bulls. These are released and can declare a charge on a unit within 12" range. The unit must then take a Terror test.

How to model: Two bull models, each on a 40mm x 20mm base.

The ruse simulates a diversion by an unexpected attack by bulls painted to resemble monsters! This was historically employed by the Chinese at the Battle of Jimo 279 BCE and a similar effect was used by the Japanese at the Battle of Kurikara.

3. Smoke Attack

When to use: Start of either of players' turns.

How to use: The owning player states they have lit a fire and smoke drifts into one of the enemy's units. The chosen unit cannot declare a charge or fire in their following turn as they can not see. At the end of their turn the marker is removed.

How to model: Card or listing on the army list. Can use small cotton wool balls to simulate the smoke.

4. Incendiary Attack

When to use: Start of the player's first turn.

How to use: The owning player announces they have set the grass/woods alight in front of a chosen unit. A fire travels away from the unit in a straight line D6+2" each turn. On the roll of a 1, the fire has gone out! Any enemy (or friendly!) models contacted by the fire must take a Fear test and must roll for a S2 wound (no save allowed).

How to model: Card or listing on the army list. Represented as a 9" length of flames!

Note: The fire can only travel over combustible material and can not travel over sand, water, rock, etc. If it contacts these materials, it has gone out!

5. Frenzied Attack

When to use: Start of the player's turn.

How to use: The player chooses one unit that has been whipped into a frenzy by serial chanting, hypnotic suggestion or a religious experience! The unit becomes subject to the Frenzy rule for one turn only.

How to model: Card or listing on the army list. Appropriate models in Frenzied poses mounted on a 40mm x 40mm base.

6. Flaming monkeys!

When to use: Start of either players' turn.

How to use: The player allocates the monkeys to one unit at the start of the game. At the start of their turn they can reveal the monkeys, roll a Scatter dice and then move 2D6". A Hit means they go straight ahead. Any unit(s) impacted by the monkeys has to take a Panic test. This is done before the player announces charges.

How to model: Card or listing on the army list. Monkeys for use when the monkeys are revealed!

The ruse simulates the use of small animals for incendiary attacks. This is specifically mentioned in the Chinese book Tou Bi Fou Tan and pictures also appear in later books too.





WATER RUSES – LI – ‘FLOWING’

Water Ruses are not just limited to those using water or aquatic attacks. They are any ruses using a flowing effect – moving effortlessly around obstacles and damping the effect of the unexpected. The drawback is that if they can be stopped, they are controlled!

1. Water Buckets

When to use: To counteract any fire brands or other incendiary attacks.

How to use: The Water Buckets are allocated to one unit.

How to model: Card or listing on the army list. Small model buckets on a 40mm x 40mm base by the unit.

The ruse simulates containers of water held to overcome the effects of Fire Brands and Incendiary Attacks. Once used they are removed.

2. Small boats

When to use: Start of the game.

How to use: The owning player chooses one unit (up to 10 foot models) as having the Small Boats. These may start the turn embarked in the boats.

The unit may travel 6" along or across any river or lake. They may take one turn to disembark or embark which is counted as a reform action. The Small Boats do not convey any cover.

How to model: Small boat model or filled animal bladders!

3. Slip aside

When to use: Start of either players' turns.

How to use: The owning player states they will attempt to move one unit to one side to avoid a charge, ruse, etc. They move D6" to one side. If they encounter any units or terrain they must stop.

How to model: Card or listing on the army list.

4. Sudden Rush

When to use: Start of the player's turn.

How to use: The owning player chooses one unit and this may move an extra D6" if it does not shoot in its turn.

How to model: Card or listing on the army list.

5. Wave Attack

When to use: Start of the game.

How to use: The player chooses one unit and deploys another unit behind this with a 1" gap. The two units move together. If the front unit charges an enemy unit, it can be swapped with the unit behind after combat resolution provided it does not flee. The rear unit counts as charging. If it flees then the rear unit must test as normal.

How to model: Card or listing on the army list.

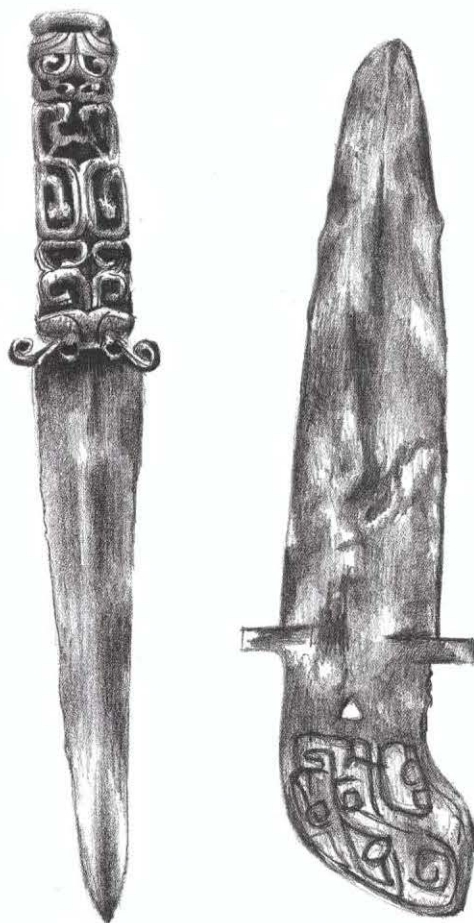
6. Damned river/deceptive bridge

When to use: Start of the game. If a river is present on the board.

How to use: The owning player can choose any bridge or ford as subject to the ruse if a river is present. Any unit crossing the ford is suddenly inundated as the dam is released and is subject to D6 S2 wounds – no saving throw. Any cavalry, chariot, camel or war wagon using the bridge finds that it collapses under their weight. They may not move further and must spend a turn reforming. Chariots need to take the test for entering difficult terrain.

How to model: Card or listing on the army list.

The ruse simulates the deliberate sabotage of a bridge – again mentioned in the Tou Bi Fou Tan.





EARTH RUSES – KAN/GEN – ‘SOLID’

Earth Ruses are not just limited to those using earthworks. They are any ruses using a solidifying effect – solid, immovable as a mountain. The drawback is that if they result in a unit standing still, it can be overgrown or bypassed!

1. Ditch (gou)

When to use: Start of the game.

How to use: The owning player deploys a 12" length of ditch at the start of their deployment in their deployment area. It is not a unit for counting deployment units purposes. The Ditch reduces movement and charge movement by 4" for foot and 8" for cavalry, camel and elephant models. Chariots and war wagons may not move through these.

How to model: Card or listing on the army list. Use a 40mm wide piece of card sculpted and modelled to suit.

2. Palisade

When to use: Start of the player's turn.

How to use: The owning player deploys a 12" length of palisades in their deployment area next to a unit when it deploys. They may not move during the game. They act as Soft Cover and Defended Obstacles for the purpose of game terms.

How to model: Card or listing on the army list. Palisades can be modelled with commercial models or using kebab sticks, etc.

3. Deerhorn Barricades (lujiao zhang ai)

When to use: Start of the game.

How to use: The owning player deploys a 12" length of Deerhorn Barricades anywhere in their deployment area at the start of deployment. They may not move during the game. They act like *Stakes* in terms of the game.

How to model: Card or listing on the army list. Commercial models of large stakes are available or could be made from wooden dowel with sharpened ends jutting out at an angle.

4. Bramble Barricades (jingji zhang ai)

When to use: Start of the game.

How to use: The owning player deploys a 12" length of Bramble Barricades anywhere in their deployment area at the start of deployment. They may not move during the game. Any foot models attempting to charge through

these have their movement reduced to their standard Movement distance.

How to model: Card or listing on the army list. Use a 40mm wide sculpted base with a tangle of wire wool, plastic dish scourer, etc!

5. Trench (guo)

When to use: Start of the game.

How to use: The owning player deploys a trench next to an infantry unit anywhere in their deployment area. The trench may not be moved during the game. Any foot models behind the Trench count as being in Hard Cover and add +1 to any Leadership test.

How to model: Card or listing on the army list. Make an embankment on one side of a 40mm wide sculpted base to represent the Trench face.

6. Strong Root

When to use: Start of either player's turn.

How to use: The unit becomes subject to the Stubborn rule for one turn only if it does not move.

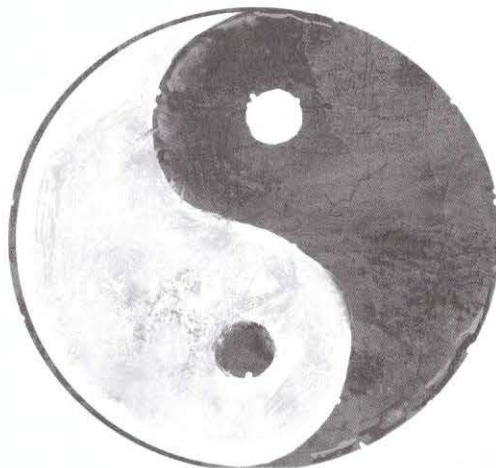
How to model: Card or listing on the army list.

The ruse simulates a unit encouraged not to retreat, possibly by visibly punishing anyone thinking about it!

Stakes

Mounted models are -2 to hit, do not have *Ferocious* or *First Charge*, and do not gain Weapon Strength bonuses when attacking across stakes. Units with the Warband special ability that place stakes and are positioned in contact to defend them, are not subject to Warband rule 2. Only formed units may place stakes, and skirmishing units never benefit from them. Only the unit that places stakes can benefit from them. Once the placing unit moves out of contact with the stakes for any reason, the stakes are lost and removed from play.

Stakes can be placed when a unit is deployed on the table. In addition, a unit equipped with stakes may make a free 4" move after deployment is complete and then place their stakes. If not placed at deployment or after the free 4" move, stakes are lost as they cannot be placed after the start of the game.





WOOD RUSES – ZHEN/XUN – ‘GROWTH’

Wood Ruses are not just limited to those using woods or forests for hidden movement. They are any ruses using an enveloping or expanding movement. The drawback is that if discovered, they can then be dealt a decisive blow!

1. Fascines

When to use: Start of the player's turn.

How to use: The Fascines are allocated to one unit at the start of the game. They negate the effects of any Ditch or Bramble Barricades. The unit deploys the Fascines at the end of their movement when they come into contact with the Ditch or Bramble Barricade.

How to model: Card or listing on the army list. Commercial fascine models can be used or made from small bundles of twigs, etc.

2. Feigned flank attack

When to use: Start of the player's turn.

How to use: The owning player announces they are carrying out a feigned flank attack on either the defending player's left or right flank. The defender then has to pass a Panic test on the unit nearest to that flank's board edge.

How to model: Card or listing on the army list.

3. Flank attack

When to use: Start of the game.

How to use: The owning player announces one unit of any type is being sent on a flank march. At the start of Turn 2, the owning player rolls to see if that unit arrives on a chosen flank:

D6 Result

- 1 Unit lost, does not turn up but Victory points are not lost for it.
- 2 Unit arrives Turn 5
- 3 Unit arrives Turn 4
- 4 Unit arrives Turn 3
- 5 Unit arrives Turn 2
- 6 Unit arrives Turn 2 on the other flank!

The unit must enter the board edge on the turn indicated and make a normal move onto the board avoiding any enemy units. It may not charge or shoot that turn.

How to model: Card or listing on the army list.

4. Straw Dummies

When to use: Start of the game.

How to use: The owning player may hold back any one unit during deployment of units. After deployments are complete, but before characters are added to units, they may deploy the substitute unit.

How to model: Card or listing on the army list. Appropriate converted dummy figures could be used for visual effect.

Alternative use: The owning player may use the Straw Dummies to take the results round of shooting from one enemy unit on a unit given the Straw Dummies at the start of the game. The Straw Dummies are then removed and any other results of shooting have to be taken on the unit as normal.

5. Rear Attack

When to use: Start of the player's turn.

How to use: The owning player may deploy a unit of less than 10 figures in skirmish formation (skirmishers, light infantry or light cavalry) in the enemy player's rear board edge after Turn 3. They stay on the board edge and may not move, charge or shoot that turn but are treated normally thereafter.

How to model: Card or listing on the army list.

6. Ambush Force

When to use: Start of the game.

How to use: The owning player may deploy one unit in any area outside of the enemy player's deployment area. They must be out of line of sight of the enemy player's units.

How to model: Card or listing on the army list.





METAL RUSES – DUI/QIAN – 'SHARP, DECISIVE'

Metal Ruses are not just limited to those using metal or destructive weapons. They are any Ruses using a sharp, decisive effect – they cut through the enemy's intention like a sharp sword! The drawback is that if there is an unexpected result there is no option for recovery!

1. Sharp Axes

When to use: Start of the player's turn

How to use: The Sharp Axes are allocated to one infantry unit. If the unit is in contact with a Fascines, Deerhorn or Bramble Barricades counter, they can overcome this in the following turn if they do not move.

How to model: Card or listing on the army list.

2. Flank Scouts

When to use: Start of the game or player's turn.

How to use: The owning player may deploy this if the enemy player uses Flank Attack. If deployed, the enemy player has to roll at the start of the game before deployment to see where and when his units will enter from.

How to model: Card or listing on the army list.

Alternative Use: Cancels out Feigned Flank Attack if not used at the start of the game.

3. Local Spy

When to use: Start of the player's turn.

How to use: The owning player may use this to overcome the Straw Dummies and Ambush Ruses. The Ambushers must deploy normally.

How to model: Card or listing on the army list.

4. Discovers Deception.

When to use: Start of the player's turn.

How to use: The owning player may use this to overcome the Straw Dummies and Rear Attack Ruses. In the case of Rear Attack, the Victory points of the unit are not lost but they take no part in the game.

How to model: Card or listing on the army list.

The ruse simulates a diversion by a small unit off the table creating a diversion on a flank.

5. Caltrops

When to use: Start of the game.

How to use: The owning player may sow a Caltrop Field 12" long by 20mm wide anywhere on the table outside of the enemy's deployment zone. Any cavalry, camels or elephants take D3 S2 automatic hits – no saving throw. Chariots must take a Difficult Terrain test as described in the main WAB rulebook. Any hits taken during a charge count towards the combat resolution.

How to model: Card or listing on the army list.

The ruse simulates the concealed use of caltrops. It is likely they would have been sown prior to the engagement.

6. Concealed marsh/quicksand

When to use: Start of the player's turn.

How to use: The owning player secretly marks the position of the Concealed Marsh or difficult terrain. They have concealed this with dust and only reveal its location and place an appropriate terrain piece when an enemy unit enters the area. It is now revealed and treated as difficult terrain.

How to model: Card or listing on the army list.

The ruse simulates the concealment of a marsh or other difficult terrain by use of dust, dirt, etc. Again mentioned in the Tou Bi Fou Tan – the catalogue of dirty tricks!



THEMED TERRAIN

“Conformation of the ground is of the greatest assistance in battle. Therefore, virtues of a superior general are to estimate the enemy situation and to calculate distances and the degree of difficulty of the terrain so as to control victory. He who fights with full knowledge of these factors is certain to win; he who does not will surely be defeated.”

Sun Zi Bing Fa ‘Terrain’ – Sun Zi

The world of the Far East is full of spectacular eye catching terrain – wonderful inspiration when designing themed terrain with the unique flavour of the Orient. Terrain can vary from the barren deserts and vast steppe lands of the north to the high mountains and lush jungles in the south. It also gives us a good excuse to stretch our imagination and modelling skills and come up with some wonderfully evocative pieces. These can range from a flimsy rope bridge over a mountain stream, ruined statues overgrown by jungle vines or even an ornate tea house perched precariously on a mountain top.

Inspiration can come from many sources. Martial arts and historical films, photography books and the internet can all provide useful ideas and references. Books on classical Far Eastern art can also feature marvellous views of buildings and natural objects such as mountains, rivers and trees to give the right feel for the period and culture. As a starting point, here are some specific ideas for terrain modelling projects:

- a burned out village perhaps raided by steppe nomads demanding revenge!
- a flooded rice paddy field to act as an obstacle on the tabletop.
- some cliffs with a waterfall at high level acting as the origin for a tabletop river.
- a dangerously narrow plank road embedded into a sheer cliff face, just wide enough for a single figure.
- a walled temple complex with gardens, ornamental ponds and manned by religious fanatics determined to defend it to the death!

The right terrain and buildings can help explain the background to the scenario and of course strengthen its credibility. Other Warhammer Historical supplements, related Games Workshop books and general modelling magazines will all have modelling techniques that can be adapted to create the right look.

BUILDINGS

Some manufacturers make Far Eastern buildings and accessories such as field fortifications, fences and bridges. Details of these are included in the Further Information section. If you decide to take the next step and create your own buildings, these can be made from ready to hand materials such as:

- wooden skewers to form fences, walls, roofs, etc.
- air dried clay rammed earth walls and defenses.
- balsa wood sheets or coffee stirrers for timber walls and floors.
- balsa or timber dowelling for round columns.
- fake fur coated with diluted PVA glue to form thatched roofs.

All buildings benefit from being mounted on a firm base to protect the model and give it a setting. When the base is finished, the model can be fixed to the base and terrain built up around it to make the building look like a part of the terrain. A good base coat to use is a slurry made up of PVA glue and household filler material; sand and small stones can be sprinkled into this to finish it off. After mounting, the base can be undercoated with spray primer to provide an even finish.

Of course the truly dedicated will want to make their model village really come to life by adding a small kiln, some pots and maybe even clothes hanging out to dry! Commercial resin pieces are available that can be adapted such as for African or native American settings. Clothes and fabrics can be made from cartridge paper stiffened with PVA glue. If you really want to go to town, how about some small vegetables or bunches of chillis hanging from the roof eaves made from Green Stuff?

When your building is finished, it needs to be painted in the right style – a look through your reference material can help here. Throughout Chinese history there were different styles adopted by each dynasty. In the early dynasties, muted earthy colours were favoured for wall finishes rather than the gaudy primary colours such as bright reds and yellows sometimes used by gamers! Colour has a deep significance in Chinese culture such that wooden columns in temples and important buildings are often red. Buildings often had distinctive patterns at various points in time such as the trademark ‘bowtie’ pattern on Han dynasty town buildings.





TERRAIN PIECES

Most commercially available terrain pieces are designed to look like temperate Western climates. These are still appropriate as parts of the Chinese mainland do look like this. This can also apply to vegetation such as trees and undergrowth. Many gamers may want to have terrain pieces that look in keeping with the unique character of their armies. Commercial pieces can be adapted to give a Far Eastern feel by:

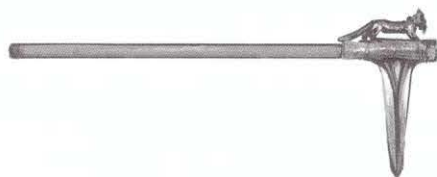
- using lake pieces and painting the water a muddy brown colour, with rows of green flock to make paddy fields.
- using sand coloured terrain paint to give green hills an arid desert appearance.
- adding white or pastel coloured flower blossom to trees.

Some gamers will want to make their own unique pieces. Modelling materials and techniques that can be used include:

- plaster impregnated towelling shaped to form hills, cliffs, slopes, etc. These need a former of expanded polystyrene or newspaper to stabilise them.
- air dried clay (again!) to form small terrain features such as banks, mounds and termite nests.
- waterfalls, streams and small rivers made from liquid water products. Small pebbles can be stuck and embedded in as stepping stones.
- brass photo-etched bamboo or ferns can be added to the base of hills, river banks and buildings.
- wooden stirrers or strips of balsa wood used to create a plank road embedded in a mountain side.

TERRAIN GENERATOR – FAR EAST

The Far Eastern general would have faced some unique tactical challenges from the terrain in the region. So that our miniature generals are fighting over terrain more reminiscent of Suzhou than Surrey, I have provided some terrain generators to give a regional flavour to the game. These are used in the same way as the terrain generator in the *Warhammer Ancient Battles* rulebook. They have some differences though in that the players can either agree or randomly decide by a dice roll the level of cover or density of terrain pieces. Obviously, some armies would favour one type of terrain or level of terrain over another. Choice of terrain and its use being a major component of the Art of War. If players wish, they can use the Warhammer Ancients terrain generator, which I label as the Temperate Terrain Generator for convenience. Much of this would still apply to parts of China.



A note of caution regarding the Jungle Terrain Generator. This works in the opposite way to most other generators; you roll for clear spaces rather than for trees – trees are assumed to cover the majority of the board. Other terrain features can be rolled for and where sensible are placed in the clear spaces, for example, as a settlement.

Terrain pieces can generally be placed by any of the methods in the WAB rulebook or the Clock method can also be used.

1. Throw two white dice (or a Scatter dice) and four coloured dice for each feature.
2. The white dice specify the position relative to the clock face, eg, a 2 and a 4 = 6 o'clock.
3. The score of the four dice equals the distance in inches that the piece is placed from the centre of the table along the direction.

Any pieces going over the table edge are placed on the edge instead.

STEPPES

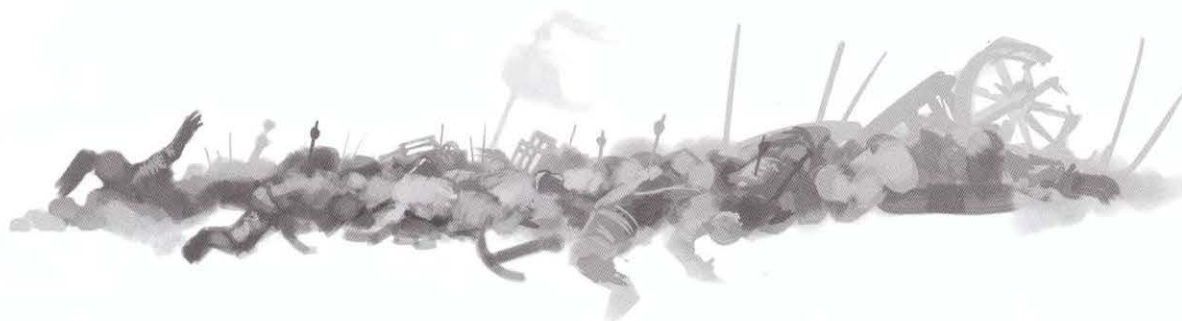
This terrain generator chart represents the expansive grassy steppe lands found in the north and west of China. The natural habitat of hardy Chinese colonists and fierce nomads, they were uniquely suited to a mobile thrusting form of warfare.

The level of coverage is first agreed among the players or roll a D6 to determine the level of coverage:

D6	Result
1-2	Light – One piece of terrain
3-4	Medium – Two pieces of terrain
5-6	Heavy – Three pieces of terrain

To generate an item of scenery roll 2D6. You may re-roll duplicate rolls or if you wish, add to an existing feature. All features are assumed to be no larger than 12" in diameter if described as an area or 12" long if a section.

2D6	Result
2	Mountain A mountain counts as impassable terrain and will have steep sides possibly covered in vegetation. The top may be a flat plateau. Blocks line of sight.
3	Shallow river This can be crossed anywhere but is treated as difficult terrain. The river must enter and leave at a table edge and cannot extend over more than half of the table length without your opponent's consent. One point of the river has a ford where forces can move across normally.
4	Marsh An area of low lying marshy ground with sparse vegetation. This is difficult terrain and provides soft cover.
5	Rocky outcrop/burial mound An area of broken rocks or burial stones possibly covered in vegetation. Counts as impassable terrain. Blocks line of sight.
6	Scrub An area of tall grass, wild vegetation and small trees. Counts as difficult ground and soft cover.
7	Hill or scrub
8	Hill A low hill with gentle slopes and clear of vegetation.
9	Boulders. An area of large boulders embedded in vegetation. This is difficult terrain and provides hard cover.
10	Ravine or gully A deep fault line across the surface. Counts as impassable terrain. Treat this as the same as the edge of the table – any unit that flees into this falls to their doom!
11	0-1 Nomad settlement A group of native huts or yurts (between two and four is enough). Provides soft cover. Does not block line of sight.
12	0-1 Permanent settlement A group of Chinese or native permanent buildings made from stone or rammed earth (between two and four is enough). The settlement may be surrounded by stakes, a palisade or a fence, in which case it must have a gateway. May not be located on a Mountain!





DESERTS

This terrain generator chart represents the vast empty desert areas of western China such as Xinjiang and the Tarim Basin. As Chinese forces moved outside of the area traditionally thought of as the Middle Kingdom, they had to battle hostile terrain as well as its peoples.

The level of coverage is first agreed among the players or roll a D6 to determine the level of coverage:

D6	Result
1-2	Light – Three pieces of terrain.
3-4	Medium – Five pieces of terrain
5-6	Heavy – Seven pieces of terrain

To generate an item of scenery roll 2D6. You may re-roll duplicate rolls or if you wish, add to an existing feature. All features are assumed to be no larger than 12" in diameter if described as an area or 12" long if a section.

2D6	Result
2	Mountain A mountain counts as impassable terrain and will have steep sides possibly sparsely covered in parched vegetation. The top may be a flat plateau. Blocks line of sight.
3	Dry river bed A section of dry river bed with steep sides eroded into the ground. Counts as difficult ground. Units in the river bed itself are out of line of sight.
4	Boulders An area of large boulders embedded in the surrounding ground. This is difficult terrain and provides hard cover.
5	Rocky outcrop A rocky outcrop with steep sides. It may have cliffs on one or more sides. The outcrop is impassable terrain. Blocks line of sight.
6	Sand dunes An area of loose sand blown by the wind into low hills. Counts as difficult terrain.
7	Hill or sand dunes
8	Hill A low hill with gentle slopes and clear of vegetation.
9	Ruin A long forgotten temple or derelict outpost building. Counts as hard cover.
10	Ravine or gully A deep fault line across the surface. Counts as impassable terrain. Treat this as the same as the edge of the table – any unit that flees into this falls to their doom!
11	0-1 Nomad settlement A group of native huts or yurts (between two and four is enough). Provides soft cover. Does not block line of sight.
12	0-1 Permanent settlement A group of Chinese or native permanent buildings made from stone or rammed earth (between two and four is enough). The settlement may be surrounded by stakes, a palisade or a fence in which case it must have a gateway. May not be located on a Mountain! May have an oasis next to it, counts as impassable terrain.

TROPICAL JUNGLE

This terrain generator chart represents the lush jungles of south and south-east China. Not all of these areas are covered in dense jungle; there are also high mountains, arid plains and dispersed brush. The dense areas of jungle would tend to deter massed combat but will be ideal for ambushes and raids. Travel through this type of terrain would be confined to natural and man made routeways such as rivers, valley bottoms and mountain trails. Combat in this type of terrain is a real challenge even in the present age!

Armies would tend to find wider or more open terrain suitable for the deployment of large forces.

We simulate this by varying the level of coverage. The whole table is assumed to be covered in trees except where there are clear pieces or terrain pieces to replace the trees.

The level of coverage is first agreed amongst the players or roll a D6 and place that many clear pieces.

D6	Result
1-2	Light – 5D3 clear pieces of terrain
3-4	Medium – 2D6 clear pieces of terrain
5-6	Heavy – D6 clear pieces of terrain

Clear pieces are 12" x 12" areas without tree cover, linked by trails or adjacent to each other. Trails through jungle 60mm wide are wide enough for two to three infantry figures or one to two cavalry models.

Roll a D6 to see how many pieces of scenery there are. To generate an item of scenery roll 2D6. You may re-roll duplicate rolls or if you wish, add to an existing feature. All features are assumed to be no larger than 12" in diameter if described as an area or 12" long if a section.

2D6 Result

2 Mountain

A mountain counts as impassable terrain and will have steep sides possibly covered in vegetation. The top may be a flat plateau. Blocks line of sight.

3 Shallow river

This can be crossed anywhere but is treated as difficult terrain. The river must enter and leave at a table edge and cannot extend over more than half of the table length without your opponent's consent. The edges can be lined with mangroves, reeds or bamboo, providing soft cover.

4 Boulders

An area of large boulders embedded in vegetation. This is difficult terrain and provides hard cover.

5 Bamboo grove

An area covered in tall strands of bamboo. Treat as difficult ground, blocking line of sight.

6 Swamp

An area of shallow water full of mangrove trees or similar tropical plants. Counts as very difficult terrain.

7 Hill

A low hill with gentle slopes and clear of vegetation.

8 Hill or swamp

9 Overgrown ruin

A ruined temple, building or monument overgrown with vegetation. The ruin may provide hard cover if made of stone or soft cover if a timber or bamboo construction.

10 Dense Jungle

Triple canopy jungle which counts as difficult terrain and soft cover. Blocks line of sight from any level.

11 0-1 Native settlement

A group of native huts of various types made from grass or bamboo (between two and four is enough). The settlement may be surrounded by stakes, a palisade or a fence in which case it must have a gateway. Located on a trail or river.

12 0-1 Permanent settlement

A group of Chinese permanent buildings made from stone or rammed earth (between two and four is enough). The settlement may be surrounded by stakes, a palisade or a fence in which case it must have a gateway. It is located on a trail or river with a road leading to the nearest edge on flat terrain.

MOUNTAINS

This terrain generator chart represents the tall mountain chains found throughout China and the surrounding area. Although far from perfect for large battles, nevertheless many historic actions were fought at 'chokepoints' such as mountain passes, trails and valleys.

Often defending forces would seek to use these to stop invading forces or prevent a force with superior numbers from using these to full effect.

The level of coverage is first agreed among the players or roll a D6 to determine the level of coverage:

D6	Result
1-2	Light – Three pieces of terrain
3-4	Medium – Five pieces of terrain
5-6	Heavy – Seven pieces of terrain

To generate an item of scenery roll 2D6. You may re-roll duplicate rolls or if you wish, add to an existing feature. All features are assumed to be no larger than 12" in diameter if described as an area or 12" long if a section.

2D6	Result
2	Mountain A mountain counts as impassable terrain and will have steep sides possibly covered in vegetation. The top may be a flat plateau. Blocks line of sight.
3	Fast flowing river A section of fast flowing mountain stream, cascading between boulders. This can only be crossed at two points either by loose boulders forming stepping stones or a bridge and is impassable except at these places. If the stream extends over more than half the table length, it must include two crossing places, one of which is chosen and positioned by the opposing player.
4	Boulders An area of large boulders embedded in vegetation. This is difficult terrain and provides hard cover.
5	Rocky peak A very steep hill which rises up to a rocky peak. It may have cliffs on one or more sides. The peak is difficult terrain and the cliffs are impassable. Blocks line of sight.
6	Forest A dense forest of coniferous or deciduous trees. Can be on a hill with rocky slopes and boulders among the trees. This is difficult terrain and counts as hard cover. Blocks line of sight.
7	Mountain or Forest
8	Mountain with watchtower
9	Ruin A broken down building made from local stone. Counts as hard cover.
10	Ravine or gully A deep fault line across the surface. Counts as impassable terrain. Treat this as the same as the edge of the table – any unit that flees into this falls to their doom!
11	Mountain lake A small round mountain lake that is impassable.
12	0-1 Permanent settlement. A group of Chinese or native permanent buildings made from stone or rammed earth (between two and four is enough). The settlement may be surrounded by stakes, a palisade or a fence in which case it must have a gateway. May not be located on a Mountain!



SCENARIOS

"When asked 'If the enemy troops are superior in number and about to advance in an orderly formation, how shall I cope with them?' I reply, 'Seize something valuable and they will become manoeuvrable.'"

The Art of War – Sunzi bingfa

These scenarios aim to give players the feel of typical actions during Far Eastern military campaigns. They can be played on their own or put together to form a loose campaign.

SCENARIO 1 – BREACHING THE BORDER

THE STORY SO FAR...

A charismatic barbarian leader has united the tribes, and raiders have massed in their steppes homeland. They have now sent out a scouting force to breach the frontier before the defending frontier force has a chance to raise the alarm.

SCENERY

The scenario uses terrain set up as on the map below:

- a wooded area along one short edge about 12" deep for the raiders to deploy in out of sight.
- a flock of sheep with a shepherd boy.
- a village/settlement with two to three buildings and a defensive wall.
- a hill with a warning beacon on.

ARMIES

The armies represent small outlying forces:

The raiders have 800-1,000 points.

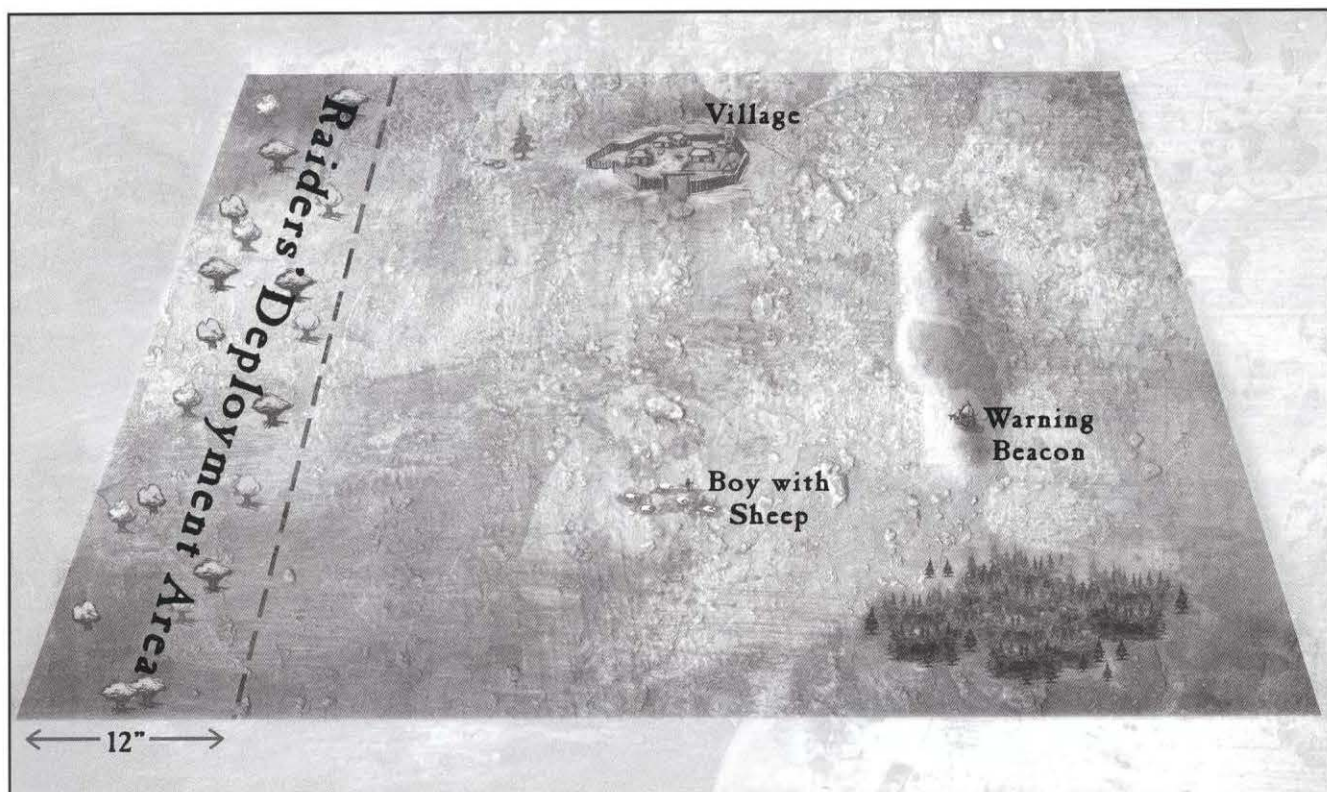
The settlers have one unit of about 200 points in the settlement and one unit of 120 points on the hill.

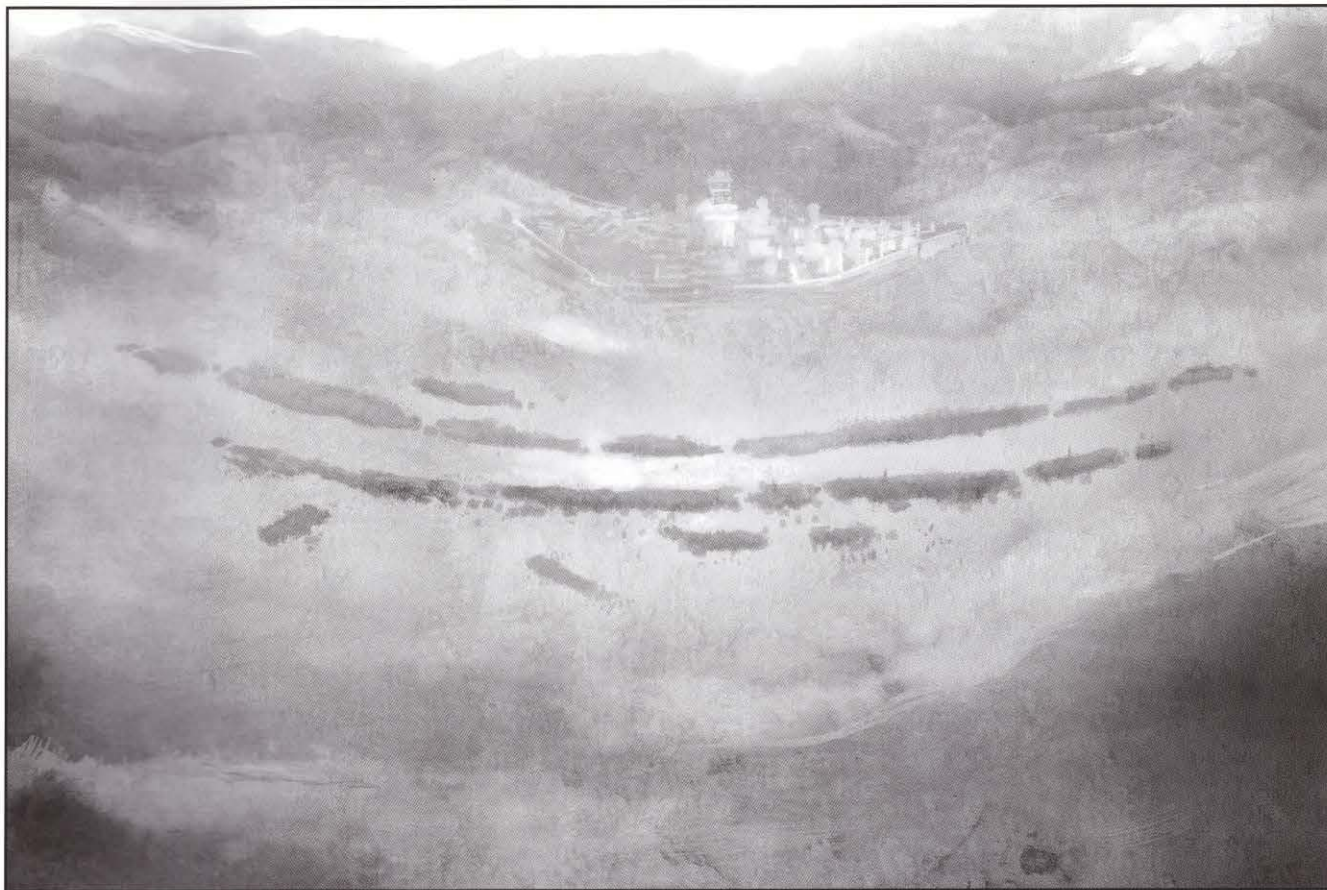
The shepherd boy has a small dog and flock of sheep (can be represented by some sheep on a large round base). The shepherd boy is armed with a hand weapon and has the following characteristics:

	Mv	WS	BS	S	T	W	I	A	Ld
Boy	5	2	2	2	3	1	4	1	5

The sheep move D6" with the shepherd boy in contact.

A collection of booty is hidden in one of the buildings of the settlement.





DEPLOYMENT

The settlers deploy first as shown on the map. The defending force in the settlement starts as unformed and needs one turn to form up after the alarm is raised.

The raiders deploy in the wooded area.

TURNS

The game runs for six turns.

WHO GOES FIRST

The raiders go first.

VICTORY

The winner is the player who has accumulated the most Victory points at the end of the game. The Victory Points schedule explains how these are worked out, but note that no Victory points are awarded for possessing table quarters. In addition, players receive Victory points for:

Lighting warning beacon after spotting raiders	100 pts (for settlers)
Possession of warning beacon (if not lit)	100 pts (for raiders)
Flock of sheep with shepherd	50 pts (for either player at end)
Booty in village	50 pts (for either player at end)

The raiders are looking to exit the opposite board end.

The settlers aim to sight them and raise the alarm.

SPECIAL RULES

Lighting the warning beacon

The warning beacon can only be lit after the raiders are sighted by the troops on the hill or another settler unit (including the shepherd boy) has sighted the raiders and comes into base contact with the troops on the hill.

To light the warning beacon, the settlers must roll a 1 or 2 at the start of the Close Combat phase. The following turn, the settlers must roll higher to keep the fire burning. If they fail, it goes out and must be relit.

Sighting

The settlers can attempt to sight the raiders at the start of his turn with:

- the shepherd boy
- the unit on the hill
- the unit in the settlement.

To sight a raider unit or separate character, the sighting unit or character must be within line of sight. The sighting unit or character then rolls a D6:

Sighting an independent character	Roll 6+
Sighting an infantry unit	Roll 6+
Cavalry unit	Roll 5+
Chariot/elephant/wagon	Roll 2+

SCENARIO 2 – ACTION AT THE HIGH PASS

THE STORY SO FAR...

Barbarian raiders have broken through the border defenses. Chinese frontier forces are marching to block the invasion at a mountain pass. The barbarians must not lose time in bursting through the Chinese vanguard as reinforcements are sure to follow!

SCENERY

The scenario uses the Mountain Terrain Generator using Light Cover. Terrain is placed by agreement of the players.

The long sides of the table are treated as Impassable terrain as they represent the mountain sides of the pass.

ARMIES

The players choose forces to an equal points value.

DEPLOYMENT

The table is arranged lengthways with a 24" gap separating the armies. The remainder of the table is split into two equal end zones for the attacker and defender. The attackers deploy first. They deploy one unit with the Army General and Army Standard Bearer in their end zone. The remainder of the force must either be deployed unit by unit by rolling a 4+ on a D6. The remainder of the force enters as Reserves under the Reserves Special Rule. The defenders deploy half the points value of their force as a vanguard force in their end zone. The vanguard force must include any cavalry or chariots they have. The remainder of the defending force enters as Reserves under the Reserves Special Rule.

TURNS

The game runs for a variable number of turns. This simulates the onset of night, bad weather, evil omens, etc, hampering the invaders' progress through the pass. After Turn 4, roll a D6 each turn. On a 6, the game ends.

WHO GOES FIRST

The attacker goes first.

VICTORY

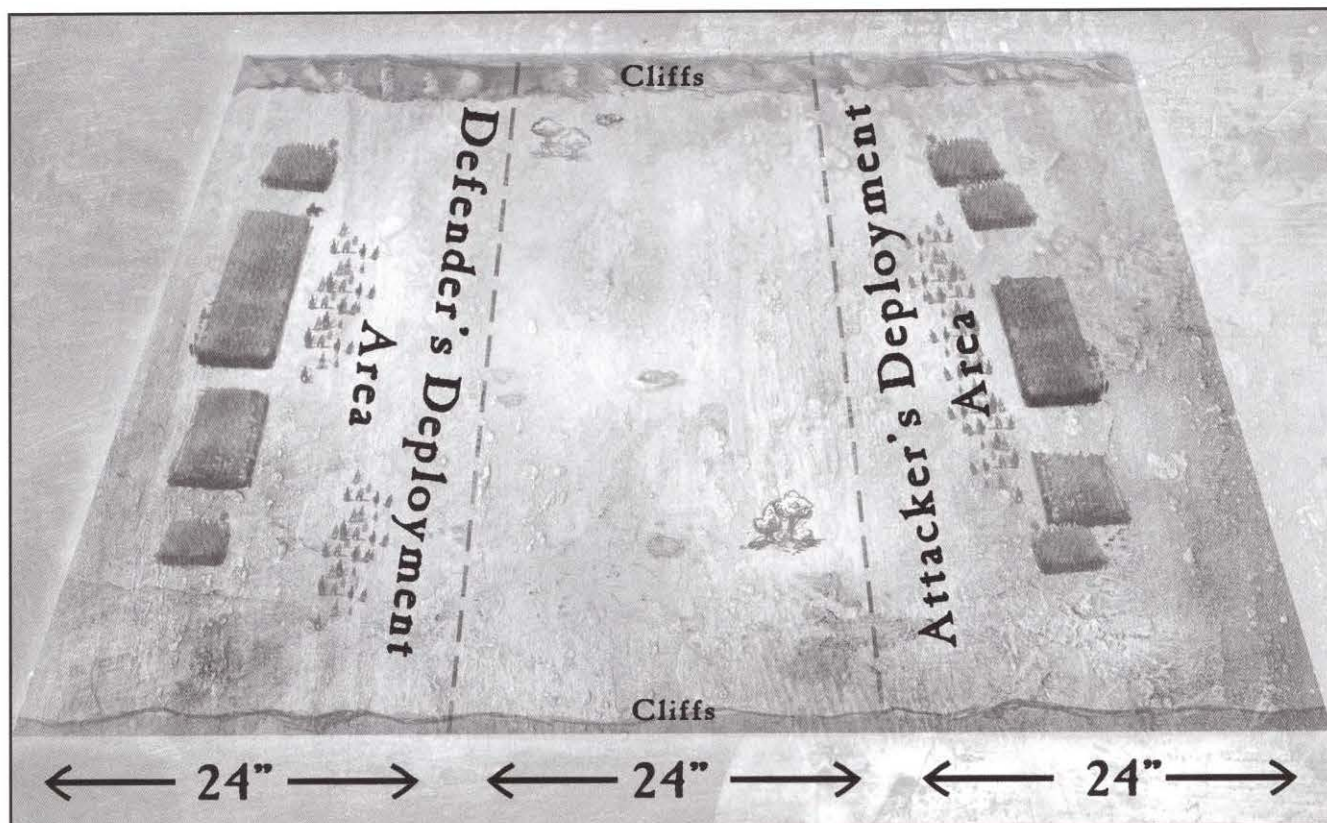
The game automatically ends and the attacking player wins if they get at least half their units off the defender's table edge. A unit that reaches the defending player's table edge and is not engaged in combat is automatically removed and is free to plunder to their heart's content!

Unless one player concedes beforehand, the winner is the player who has accumulated the most Victory points at the end of the game. The Victory Points schedule explains how these are worked out, but note that no Victory points are awarded for possessing table quarters. In addition, the attacking player receives +30 extra Victory points for each unit of five troops or more which leaves the defending player's table edge before the game ends.

SPECIAL RULES

Reserves

Units or characters entering as Reserves enter from the player's table edge from the start of the player's Turn 2. They enter by the player rolling a 6 on a D6 from Turn 2, 5, 6 from Turn 3, etc. The unit may enter onto the table except where blocked by either friendly or enemy units.



SCENARIO 3 – PUNITIVE EXPEDITION

THE STORY SO FAR...

Barbarian raiders have broken their treaty promises. They need to be given a short sharp lesson! Chinese forces must enter their territory and destroy their chieftain's homesteads to show them how to behave...

SCENERY

The scenario uses the Jungle Terrain Generator with Heavy Cover. The terrain is placed by agreement with the players.

Along the defending player's side, three 12" x 12" areas are left bare. Carpet or floor tiles placed in each corner and in the middle can be used for these. They represent the possible locations of the chieftain's homesteads.

Between the locations and towards the attacking player's side, jungle trails 60mm wide are laid (wide enough for one chariot or elephant, two cavalry or three infantry figures).

The attacker's deployment zone is taken to be clear terrain. The remainder is Woods. This is modified by the trails, homesteads or any terrain generated.

ARMIES

The players choose forces to a points value agreed before the game begins. The attacker is allowed twice as many points as the defender – for example, attacker 2,000 points – defender 1,000 points.

DEPLOYMENT

The attackers deploy their entire army first in a 12" deployment zone along one edge of the board.

The defenders then deploy their entire force in the remainder of the table. No defending unit may be closer than 18" to the attackers.

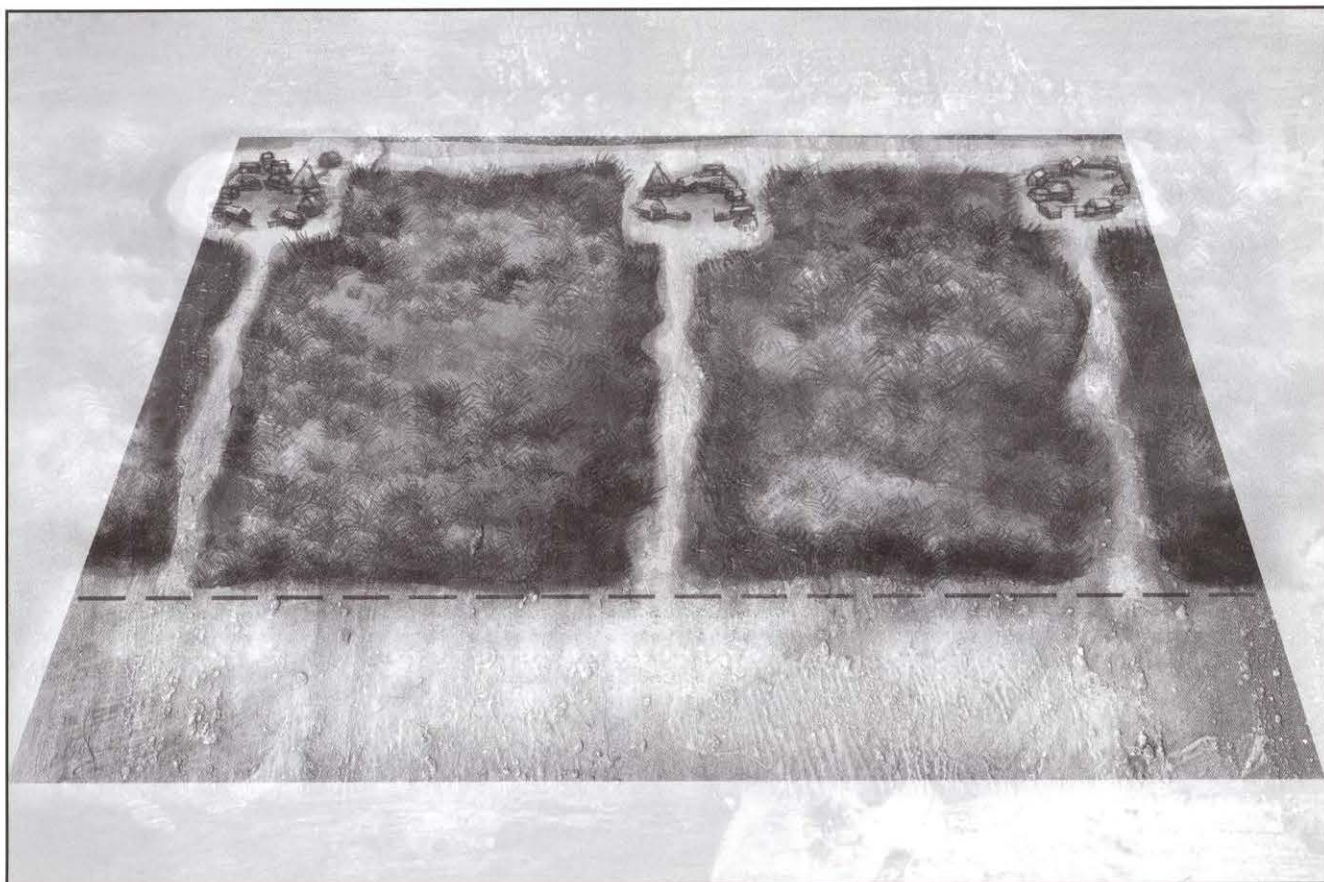
TURNS

The game runs for a variable number of turns. This simulates the onset of night, bad weather, evil omens, etc, hampering the attackers' progress through the jungle.

After Turn 4 roll a D6 each turn. On a 6, the game ends.

WHO GOES FIRST

The attacker goes first.



VICTORY

Unless one player concedes beforehand, the winner is the player in possession of the chieftain's homesteads at the end of the game. For the attacker to be in possession, they must have at least one unit in the clearing with the homesteads. For the defenders to be in possession, they must keep the attackers away from the homesteads. They need not have a unit in the homesteads area.

Alternatively, players may wish to make possession of the homestead worth 400 VPs, and ignore table quarters but count other VPs as normal.

SPECIAL RULES

Secret Locations

The defending player marks on a secret map which location is the real chieftain's homesteads. The other locations are assumed to be abandoned habitats or empty clearings!

The attacking player may spot these are abandoned or empty when a unit or character comes within 6" of the location.



PLAYING BIG BATTLES OF WAB USING 15MM FIGURES

Chinese battles from this time were large affairs. To get a great sense of scale, 15mm figures may be used. As far as the number of figures on a base and exact base sizes are concerned, provided both players use the same basing system it should not matter too much. We have re-fought Chengpu as a 15mm big battle using the following basing conventions:

1cm in 15mm scale = 1" in 28mm scale (ground scale)

Formed infantry unit: 40mm x 20mm base representing 10 men, 5 men in two ranks.

Skirmishers: 40mm x 20mm base representing 5 skirmishers in a loose formation

Chariots: 40mm x 40mm base representing a squadron of light or heavy chariots.

Command figures with standards representing Leader, Standard and Musician for each group.

Counters are needed to keep a record of casualties – we used D10 and D6 as appropriate. Small tokens were also used to show any lap rounds.

The enlarged table size gives a different perspective on the battle, especially the wide open flanks and space for bold chariot manoeuvres. Other battles may also work well as many of the standard formations employed by the Chinese were for defence in depth – difficult to represent in the standard 28mm game on a 6' x 4' board!



CAMPAIGNS

Campaigns can be a great way of finding a new depth to your gaming experience and increasing your knowledge at the same time. Campaigns can allow you to develop your army not only in size and units but also by adding more abilities to the characters. Campaigns can be as simple as two players playing two or three games, right up to large multi-player games run by wargames clubs lasting many years! They can be a lot of fun but can also be a chore. It's all a question of style and format.

CHOOSING THE FORMAT

1. Decide how many players you want to cater for, and if you will allow more players to join in if the campaign gets popular.

2. The period you will cover (hopefully Chinese if you have enjoyed the book so far!). Some periods of history lend themselves to short campaigns with a simple objective – to capture a certain city or individual. Others, like the Warring States period, were more protracted as each state vied for ascendancy only to see their victims turn to allies to rescue them or recover at the last gasp.

3. The shortest length of time you will realistically play for. This can be in terms of games – as a hint, five games are a popular choice. If too long, campaign fatigue will kick in and if too short it may not allow campaign events to unfold. A short campaign of course can be extended to another round if the players are all enjoying themselves.

4. The style of campaign. There are many examples in the *Warhammer Ancients Battles* rulebook and supplements. Plus, other related Games Workshop books and magazines also include ideas that can be adapted to historical campaigns. As an example, a Node campaign detailed in the *Warhammer 40,000* rulebook may be a useful start for a Han campaign in the western districts in search of Heavenly Horses.

5. The time allowed. Some gamers may be members of a wargames club in which they may play a round each week or meeting. In this case, campaign moves can be done at the end of the evening so all the players know who they are playing next time. Alternatively, like-minded gamers may decide to organise a themed campaign that takes place over a day or even a weekend.

6. The role of the organiser. Will they be playing? If so, they should have no special gaming benefits from being the organiser. If not, then they can also act as a gamesmaster affecting and changing the system so long as they are equally unfair to all players! This can be livelier as all means of random events and skullduggery can be brought in to keep the campaign alive.

THE PROBLEM WITH CAMPAIGNS...

Like everything in life, there can be problems in running campaigns. The campaign organiser needs to be aware of these right from the start. They may then need to tackle them in the choice of format or know how to handle these if they arise during the campaign.

1. The time period must suit all the players and they must know what they getting into. If not, they will drop out and not turn up.

2. The players need to be involved at the start. A good idea is to make all the campaign ideas a proposal – the players can then add any ideas they feel would make the campaign better. The group can then decide if the ideas are any good or not and should be included!

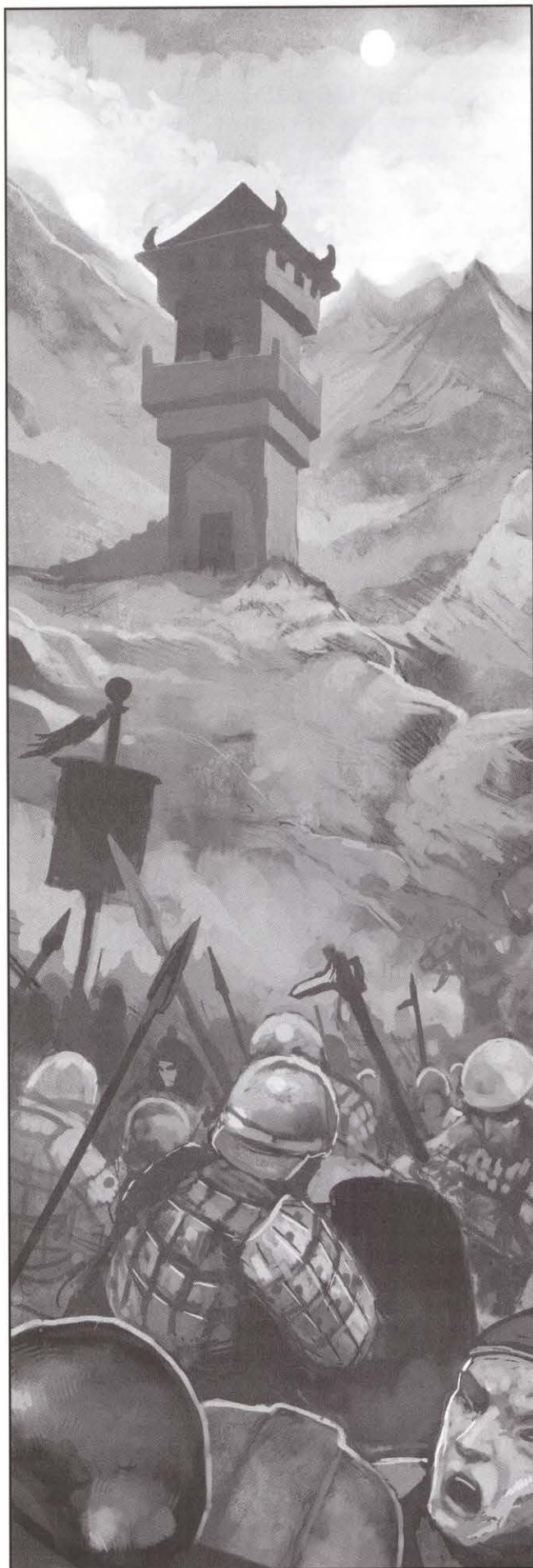
3. Keep the energy up. As with real campaigns, energies can flag and things get bogged down. The organiser can bring in random events, new players, new characters, sub-plots, etc, to keep the campaign alive.

4. Maintain focus on the campaign objective. If the objective of the campaign is not clear at the start, people will have some gaming fun but not as much as striving for the true goal! Some of the things you can add for sparkle such as characters, sub-plots, etc, can take over the campaign and divert attention from the real game. They need to be kept in proportion – a little goes a long way here.

5. Keep the players in with a chance. A mechanism here is to use risks and rewards. Rewards are covered by the main WAB rulebook, such as advancement of units and characters. Some organisers reward successful players by granting them a choice of additional units. Be careful that you do not set up a vicious circle where folks who start off bad can never catch up. History is full of examples of armies who started off bad but Fate intervened to give them a chance. Winners may have to face additional risks such as assassination attempts, revolts, bad weather so that even the ardent loser can hope for a turn around in their fortunes!

Campaigns can have problems with folks not being able to attend regularly and so a wise organiser will have some form of pause or escape mechanism to cope with this. As an example, if they can't make it, maybe their realm remains at peace and re-builds its army, economy or fortifications for that round. If they want to leave, another player can take over their position as they left it – provided it isn't too dire! If the situation is really beyond all hope, the new player can be given a fresh start or can play the part of a raiding nomad coming hurtling out of the steppes.





SOME TYPES OF CAMPAIGN

A casual read of the history sections of this book should provide inspiration for a wealth of different types of campaign. Chinese history is rich in incidents – from small scale skirmishes to mighty clashes of vast armies. Some types of campaigns inspired by the events include:

Local campaigns: A number of Shang nobles and early Chinese tribes clash over an area. A selection of nodes can represent locations in the area. They can have certain prizes such as good grazing grounds or maybe crop sites for the more settled peoples. An idea here is allow each node to be represented by a table, allocate one table or node as a home territory for each player and have half as many spare nodes as there are players. As an example, if there are four players in a club, allocate four nodes to the players and have two spare for the players to fight over. Players need not field full armies but could use 500 point armies using the short form Border Skirmish rules.

Limited objective campaigns: Many of the events in the book describe limited campaigns to seize certain objectives, say an enemy capital, for example. There are ideal Tree campaigns where the result of each battle propels the players towards the final outcome. These are a great way to play campaigns as the players know how many games they are in for and have the benefit of a certain outcome.

Raiding campaigns: Those of a nomadic persuasion might like to try a raiding campaign using some of the scenarios in the book in a Tree campaign raiding a number of settlements. The aim is to get in and out with minimum losses (perhaps not even having any reinforcements between battles) so players have to decide when to cut and run. Naturally, it can all go horribly wrong for them if they meet the settled peoples' field army in the wrong terrain and at the wrong time!

Fusion campaigns: These are ideal for situations where players are aiming for ultimate dominance. As we have seen, this was the case during the Spring and Autumn and Warring States periods where states were vying to unify the country under their control and family name. The general idea is that when a player inflicts a major defeat on another player, the defeated player becomes the property of the victor as his vassal! This can be played for a certain number of games or until the final victor emerges.

Fission campaigns: Similar to Fusion campaigns but starting from the point of a unified state under a set ruler who then allocates a limited number of provinces and rewards to the players who act as nobles. Obviously this gives a great opportunity for the players to roleplay, plead their undying loyalty and indulge in some light hearted back stabbing. They are given the individual objective of accumulating the most provinces so may decide to side with the ruler depending on how much benefit he gives them. They may also decide to break away and fight to get what they want if they feel up to it! The ultimate objective is the player who has the most provinces at the end, which can even be the ruler.

WHEN WARLORDS CLASH...

China, in various periods, suffered from internal divisions, civil war and titanic conflicts between factions and states. When *Warlords Clash* is a campaign module for a variable number of players, up to seven, to simulate these struggles in a few simple games. The players can employ all the trickery and skullduggery beloved of the ancient Chinese legends and if they so desire, devise a few of their own! Of course, no Chinese conflict would be complete without nomads to interfere and there is the option for them to raid and loot as well.

The campaign game is divided up into a number of turns. The players decide at the start how many players there will be and how many turns they wish to play for.

WHAT YOU WILL NEED TO START

1. A copy of a campaign map divided into 21 areas called provinces. A map of modern China showing the administrative boundaries could be used (the areas would be called different things in those times of course). The spare outer northern and western provinces could be given to the fierce nomad tribes.

2. The map needs to be divided into territories of equal groups of provinces depending on how many players there are. If there are three players, for example, each group has seven provinces. If four players, there would be five provinces and one spare. Mark some rivers, bridges and mountain passes at the boundaries of the provinces.

3. Standard size armies for play, these can be from 1,500 points to 2,000 points.

4. Tokens representing the armies, ownership of provinces, capitals, etc. Coloured removable map pins or stickers could be used if the map is put on a wall or noticeboard. Alternatively, the players could use a plastic laminated map and mark positions, etc, in washable coloured pens.

5. Game pieces representing assassins, princesses, civil leaders, etc.

SETTING UP THE GAME

1. Each player rolls a D6 and the player who rolls the highest number becomes the first to play. The other players then follow in order.

2. The first player then chooses a group of provinces as their home territory and places a marker showing ownership. They then choose a province which includes their capital.

3. Each player in order chooses a group of provinces and allocates a capital to a province.

4. Any spare provinces are not allocated to players but can be neutral territories or held by nomads or rebels.

5. The first player may then take the first Strategic Turn.

STRATEGIC TURNS

Each turn the player can choose an action: These are:

Stand

The state or army adopts a defensive posture. The players may however automatically carry out one Political Action.

Military Action

The player with a General attempts to carry out an action. These are:

- Raise Army from a province they own.
- March Army from a province into an adjacent province.
- Cross Obstacle from a province to an adjacent province where a natural obstacle (river, mountain, etc) blocks the way.

The player carries out an action by making a Leadership test on their General's Leadership. They can carry on making a Military Action until they fail a Leadership test or encounter an enemy army or capital. If they fail at the start, the General can only elect to Stand.

Political Action

The player can for each Civil Leader attempt to carry out an action. These are:

- Dispatch Assassin against one enemy player of the player's choice.
- Offer Princess to any player.
- Fortify Border between two adjacent provinces. A fortified border acts like a Mountain Obstacle with Pass.
- Appoint General. The General is placed in the capital.

The player carries out an action by making a Leadership test on their Civil Leader's Leadership (usually Ld 8 unless an optional rule is used). If they fail, they may only Stand and carry out one Political Action.

Crossing Obstacles

An army attempting to move to another province with a natural obstacle must first roll a D6 for each type after the Leadership test. If the crossing is opposed because there is another player's army in that province, the scenario may be modified as marked.

Mountain (no pass)

D6	Result
1-5	Attempt fails, army does not Cross Obstacle.
6	March into adjacent province.

River (no bridge)

D6	Result
1-3	Attempt fails, army does not Cross Obstacle.
4-5	Attempt succeeds, River Meeting Engagement scenario if opposed.
6	March into adjacent province.

Mountain With Pass

D6	Result
1-2	Attempt fails, army does not Cross Obstacle.
3-4	Attempt succeeds, Pass Meeting Engagement scenario if opposed.
6	March into adjacent province.

River With Bridge

D6	Result
1	Attempt fails, army does not Cross Obstacle.
2-3	Attempt succeeds, Bridge Meeting Engagement if opposed.
4-6	March into adjacent province.

RESOLVING ACTIONS

Actions are resolved at the end of the Strategic Turn. These include battles where two armies come into contact. These are resolved after all the players have carried out their turn. The battles are resolved as Pitched Battles unless the scenario is changed by a Crossing Obstacle action or an Optional Rule. If an army attacks an enemy capital, it is resolved as a Last Stand scenario.

MEETING ENGAGEMENT SCENARIOS

As *Warhammer Ancient Battles* rulebook with the table modified as follows:

River

Table arranged lengthways with a river through the middle with a ford. Players deploy either side.

Bridge

Table arranged lengthways with a river through the middle with a ford and a bridge. Players deploy either side.

Pass

Table arranged lengthways with impassable terrain either side. Players deploy either end.

BATTLE RESOLUTION

Battles are resolved by the Victory Conditions of the scenario being played in each province.

If the difference in VPs is:

- greater than 500 VP, Winner gets province and the other player's army is destroyed. If a Crossing Obstacle meeting engagement scenario was being played, the winning player can move into the adjacent province.

- less than 500 VP. Both players continue battle in the next Strategic Turn.

If a player loses their Army General, they automatically lose the battle and must Appoint General in the next Strategic Turn.

If the province is lost with the owning player's capital, they are out of the game. Their territory is then allocated to the victor.

SPECIAL GAME PIECES

Assassins

Assassins represent nefarious plotters and cold blooded killers. Gamers can send assassins against another player's General or Civil Leader. This can be resolved by a simple mechanism such as the campaign rules on page 91 of the WAB rulebook or more enterprising players might want to try a small skirmish game using models to represent the assassins, target and bodyguard.

Princesses

Princesses represent political alliances in the game. As a Political Action, a player may offer a Princess to any player. If they accept the Princess, the player may not attack that player whilst they keep the Princess. If the player wishes to send back the Princess to the owner, they must do so at the end of their Strategic Turn.

Civil Leader

This represents the ruler and his advisors. They have a Leadership value of Ld 8 for the purposes of Political Actions.

WINNING THE GAME

The player who has the most provinces at the end of the allotted time or is the last one left becomes the winner.

OPTIONAL RULES

The following optional rules add more flavour to the campaign but may increase the level of complexity and game length.

Nomads

A player may take nomads as an option in which case they do not count as a player for allocating provinces. They enter the game through one of the spare provinces on the map. If there are no spare provinces, they enter from a border on the outer provinces. They may not Fortify Borders.

Rebels

Any spare areas can be allocated to a rebel force of standard size. This may not leave the area and if defeated by more than 500 Victory points, they will give up the province. A spare player or gamesmaster can take on the role of the rebels in the campaign. The rebels could even be given to a defeated player to give them another chance!

OTHER IDEAS

The gamesmaster or players can also add many other elements to suit such as Agents (which alter the turn sequence representing superior intelligence), Treasuries (starting with a stock amount of Victory points to replenish combat losses and receiving income from provinces), Strategems (major ruses such as forced marches, shadow forces, etc).

IN CLOSING...

THE WARRING STATES

On May 5th and 6th 2006, we organised a Warring States themed campaign as part of the Warhammer Historical Gaming Weekend at Warhammer World in the UK. The event was much enjoyed by all. A Node style campaign system was used as the basis for the proceedings with the players each becoming a general from one of the seven main states or a Steppe Nomad tribe. The generals then started off with a Border Skirmish to warm up with and test the opposition.

The struggle for China initially broke down into a massive Chu vs Qin face off (two players a side) in the west, a minor Wei drive towards the Zhao capital and a four way fight in the east. The Chu army kept driving along the Yangzi and burst into Qin in the south after successfully grabbing a river crossing.

On the second day the generals started off by having their progress reviewed by the games master in the guise of an angry Warring States ruler. Suffice to say no-one came out with clean hands but fortunately all kept their heads! However, some generals were banished to far away states in consequence. The Qin gained an advantage and exchanged one of their generals for the Special Character, Meng Tian. The Xiongnu invaded Zhao, taking advantage of the split Zhao force fighting on two fronts. The Xiongnu managed to burst through the pass but were defeated as they tried to seize a heavily defended river crossing. In the east, the fighting split up into minor face-offs between the smaller states.

The massive Chu vs Qin struggle resulted in a climatic Last Stand battle in the capital of Xianyang, with the Chu army being held on the outskirts of the Palace. The overall winners were the Chu team of John (Nice John) Grant and Phil Stirpe. There could be only one winner and John Grant was fortunate enough to win the trophy after a dice roll-off.

Our thanks to the players prepared to try out material from this supplement. The Warring States army lists were well received and the Ruses system produced some entertaining results and surprises.

The Masters in the Art of War were:

John Kersey - Gamesmaster

Craig Galbraith - Qin banished to Qi

Simon Curtis - Qin

Tony Stafford - Zhao

Michael Curtis - Zhao banished to Yan

Tom Stafford - Wei

Phil Turner - Hann

Phil Stirpe - Chu

John Grant - Chu

Tony Rodwell - Qi transferred to Qin as Meng Tian

Nick Stocks - Yan transferred to Zhao

Paul Wallis - Xiongnu Steppe Nomad

You can find details of this and other campaigns at:
www.warhammer-historical.com

DEATH OF AN EMPEROR

After unifying the country, Qin Shibuangdi carried out many reforms aimed at the long term development of the country. These proved to be unpopular.

He became increasingly paranoid and fearful of death. Perhaps he feared the divine retribution he must surely face caused by the terrible deeds of his reign! He grasped at any means to prolong his life. A sea expedition was mounted to find the fabled island of Penglai, believed to be the home of the immortals.

He surrounded himself with magicians, sorcerers and Daoist alchemists who plied him with various magical and medicinal potions. His acts became increasingly despotic and fear pervaded his inner court.

In November 211 BCE, he set out on a final inspection tour of his unified kingdom. Accompanied by his chancellor Li Si, his favoured son Hu Hai and the powerful eunuch Zhao Gao – this was to last eight months. His physical and mental condition was not good and during the tour he performed many bizarre and irrational acts. The pressure of running a mighty empire and the fear of death was to weigh heavily upon him.

In summer 210 BCE, he intended to return to the capital and summoned another son, Fu Su, to meet him there. The supposition was that Fu Su would become his successor. His final message was never delivered by the powerful eunuch Zhao Gao and the emperor died en route. The party decided to keep the death a secret and the emperor's entourage concealed the emperor's body within his enclosed carriage. Li Si and Zhao Gao then plotted to have Fu Su commit suicide and appointed the weaker willed son Hu Hai as successor.

Did the First Emperor succumb from the magical potions which contained toxins such as compounds of mercury and phosphorous? Was he the victim of a conspiracy of his inner circle? Only examination of his body lying buried in the tomb in Lintong County will finally solve the mystery.

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FURTHER INFORMATION

“Duke Huan of Qi, first in his dynasty, sat under his canopy, reading his philosophy; And Fien the wheelwright was out in the yard making a wheel.

Fien laid aside hammer and chisel, climbed the steps and said to Duke Huan:

‘May I ask you Lord what is this you are reading?’

The Duke said ‘The experts, the authorities.’

‘Alive or dead?’

‘Dead a long time.’

‘Then,’ the wheelwright said ‘You are only reading the dust they left behind.’

Duke Huan and the Wheelwright Verse 8 Section 10 – ChuangZi



MANUFACTURERS STOCKING ANCIENT CHINESE MINIATURES OR SCENERY

The following companies products are featured extensively throughout this supplement.

Curteys Miniatures, 3 The Parkway, Snaith, Nr Goole, East Yorkshire, DN14 9JN, England, UK.

<http://www.curteysminiatures.co.uk/>

John Jenkins Designs, 18B King Kwong Mansion, 8 King Kwong Street, Happy Valley, Hong Kong.

<http://www.johnjenkinsdesigns.com/>

Monolith Designs, 41 St Nicholas Drive, Hornsea, Hull, HU18 1EP, England, UK. <http://www.monolithdesigns.co.uk/>

Scheltrum Miniatures, 75 Albury Road, Aberdeen, AB11 6TP, Scotland, UK. <http://scheltrum.ironmammoth.co.uk/>

Dragon Painting Services. <http://www.dragonpaintingservice.com/>

Ainsty, 39 Slessor Road, Acomb, York, YO24 3JG, UK. <http://www.ainsty.co.uk/>

Gripping Beast, 3 Shor Street, Evesham, WR11 3AT, UK. <http://www.grippingbeast.com/>

Steve Barber Models, 55 Golden Riddy, Linslade, Leighton Buzzard, Bedfordshire, LU7 2RH, England, UK.

<http://www.sbarber-models.clara.net/>

Hovels Ltd, 18 Glebe Road, Scartho, Grimsby, DN33 2HL, UK. <http://www.hovelsltd.co.uk/>

The following companies also produce suitable ranges.

Amazon Miniatures, 200 Monton Rd, Monton, Eccles, Manchester, M30 9LJ, England, UK.

<http://www.amazonminiatures.com>

Essex Miniatures, Unit 1, Shannon Centre, Shannon Square, Thames Estuary Estate, Canvey Island, Essex, SS8 0PE, England, UK. <http://www.essexminiatures.co.uk/>

Irregular Miniatures, 3 Apollo Street, York, YO10 5AP, England, UK. <http://www.irregularminiatures.co.uk/>

Molniya Miniatures, c/o Ken Winland, PO Box 324, Portsmouth, Rhode Island, 02871 USA.

<http://members.aol.com/molniyafigs/>

Newline Designs, 6 Ardley Close, Ruislip, Middlesex, HA4 7PL, England, UK. <http://www.newlinedesigns.co.uk/>

Old Glory USA, Box 20, Calumet, PA 15621, USA. <http://www.oldgloryminiatures.com/>

Old Glory UK, Institute House, New Kyo, Stanley, Co. DDurham, DH9 7TJ, UK. <http://www.oldgloryuk.com/>

Stronghold Miniatures, 144 Lochbridge Road, North Berwick, East Lothian, EH39 4DR, Scotland, UK.

<http://www.stronghold-miniatures.co.uk/>

CHINESE BOOKS PUBLISHED IN ENGLISH

The Wiles of War – compiled by Sun Haichen, Foreign Languages Press Beijing.

Tales of Emperor Qin Shihuang – compiled by Yuan Yang and Xiao Ding, Foreign Languages Press Beijing.

Romance of the Three Kingdoms – adapted by Zhang Qirong, Asiapac Comic Series (10 volume comic book format series).

Zhongguo Lidai Fushi – compiled by History of Chinese Clothing Research Group of the Shanghai Traditional Opera School. Scholar Book Publishers (Note: A superb but expensive book with full colour reproductions of historic costumes).

Stories from China's Warring States – Hu Zhihui, Peking University Press.

Selections from Records of the Historian – translated by Yang Xianyi and Gladys Yang, Foreign Languages Press Beijing.

Sun Tzu's Art of War – General Tao Hanzhang, translated by Yuan Shibing, Sterling.

A NOVEL ON ANCIENT CHINA PUBLISHED IN ENGLISH

Empire of Dragons – Valerio Massimo Manfredi, MacMillan.

BOOKS PUBLISHED IN ENGLISH

The First Armies – Doyne Dawson, Cassell & Co.

The Rise of Civilisation in East Asia – Gina L Barnes, Thames & Hudson.

Everyday Life in Early Imperial China – Michael Loewe, Batsford Putnam.

The Cambridge History of China Volume 1 – edited by Denis Twitchett and Michael Loewe.

Three Kingdoms – Luo Guanzhong translated by Moss Roberts (in two volumes), University of California Press.

Sun Pin, The Art of Warfare – translated by D. C. Lau and Roger. T. Ames, Ballantine Press.

The Seven Military Classics of Ancient China including The Art of War – translated by Ralph D. Sawyer, Westview Press.

Unorthodox Strategies for the Everyday Warrior – translated by Ralph D. Sawyer, Westview Press.

The Search for Ancient China – Corinne Debaine-Francfort, Thames & Hudson.

China's Buried Kingdoms – by the editors of Time Life, Time Life Books.

Warriors of Eurasia – Mikhael V. Gorelik, Montvert Publications.

The Armies of Bactria 700 BC - 450 AD – Valerii P Nikonorov (in two volumes), Montvert Publications.

The Illustrated Art of War – Sun Tzu translated by Thomas Cleary, Shambala Publications.

Exploring China's Past – translated and edited by Roderick Whitfield and Wang Tao, Saffron.

Sun Tzu, The Art of Warfare – translated by Roger Ames, Ballantine Books.

Warriors of China 700 BC - AD 1662 – C J Peers, Arms + Armour Press.

Ancient Chinese Armies 1500 - 200 BC – C J Peers, Osprey Men at Arms Series 218.

Imperial Chinese Armies 200 BC - 589 AD – C J Peers, Osprey Men at Arms Series 284.

Atilla and the Nomad Hordes - David Nicholle, Osprey Elite Series 30.

CHILDREN'S PICTURE BOOKS ON CHINA

Note: many of these have very useful illustrations:

See Through History: Ancient China – Brian Wilson, Viking.

Step into the Chinese Empire – Philip Steele, Lorenz Books.

Discoveries: Ancient China, Macdonald Young Books.

OTHER USEFUL RESOURCES

The internet contains many useful websites on China, its geography and its history, and there are probably too many to list. A good search will turn up most of those of specific interest to the reader. Some useful web forums include:

<http://www.warhammer-historical.com/> – (the Warhammer Historical website – essential viewing! Also has details of Far Eastern themed events at Warhammer World and other supporting details).

<http://games.groups.yahoo.com/group/WABlist/> – (a general Yahoo discussion group on the WAB rules).

<http://games.groups.yahoo.com/group/TheShogunGroup/> – (a WAB Yahoo group specialising in Japanese and Far Eastern warfare).

<http://games.groups.yahoo.com/group/TheArtOfWar/> – (a WAB Yahoo group supporting the WAB *Art of War* supplement).

<http://www.chinahistoryforum.com/> – (a specialist web forum with noted Chinese history experts).

<http://games.groups.yahoo.com/group/anamed/> – (a specialist web forum of the Society of Ancients with noted experts on Chinese history).



PUBLICATIONS

Wargaming publications occasionally cover Chinese subjects and amongst those available are:

Wargames Illustrated – <http://www.wargamesillustrated.net/>

Miniature Wargames – <http://www.miniwargames.com/>

Historical Gamer Magazine – <http://www.hmgmagazine.com/>

Battlegames – <http://www.battlegames.co.uk/>

Dadi & Piombo – <http://www.dadiepiombo.com/>

Vae Victis – <http://www.vaevictis.com/>

Wargames, Soldiers and Strategy – <http://www.revistasprofesionales.com/>

MOVIES

Some very inspiring films are available on DVD:

Hero (Ying xiong) – Director: Zhang Yimou (2002).

The Emperor and The Assassin (Jing ke ci qin wang) – Director: Chen Kaige (1999).

Mulan, a Walt Disney animated film (1998). Outside of the time period of this supplement but full of useful modelling and gaming ideas.

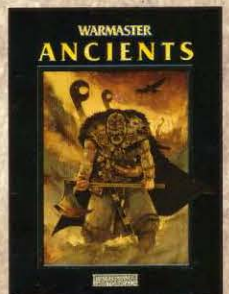
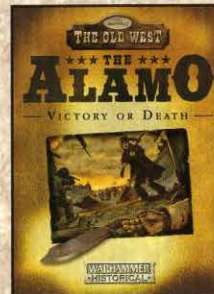
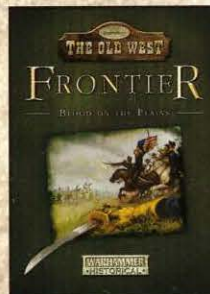
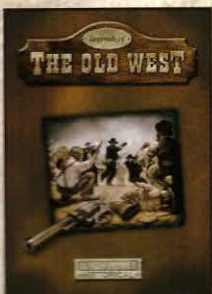
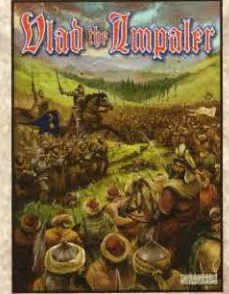
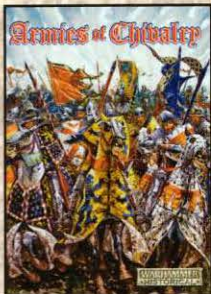
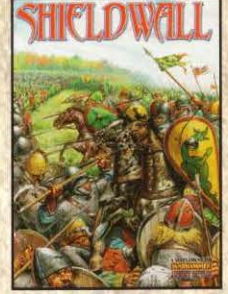
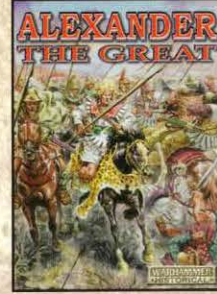
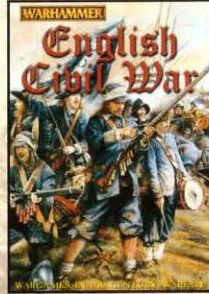
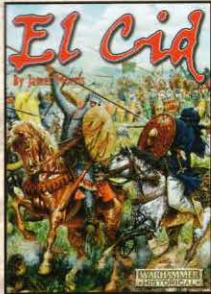
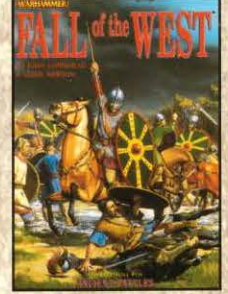
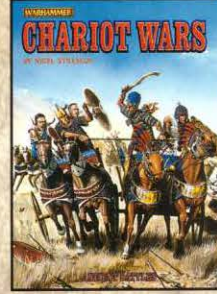
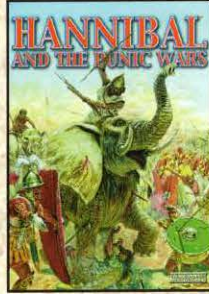
SOCIETIES

The Society of Ancients, The Membership Secretary, 39 Kempton Grove, Cheltenham, GL51 0JX. www.soa.org.uk

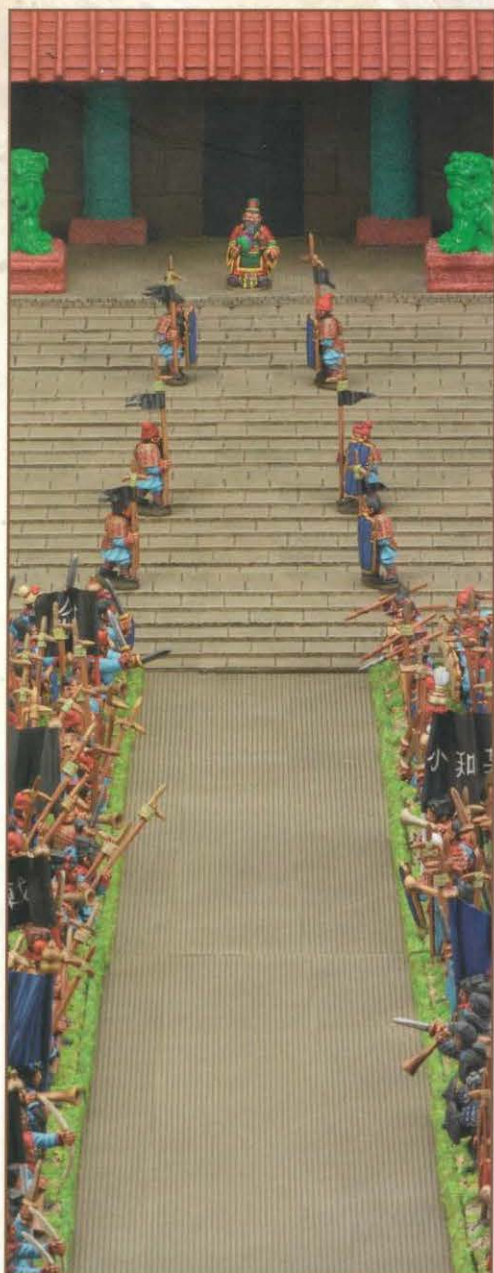
Lance and Longbow Society, The Secretary, 11 Westmeade Close, Rosedale, Cheshunt, Herts, EN7 6JP, UK. www.lanceandlongbow.com

If you're seriously into ancient or medieval wargaming then you really should be a member of these two societies. Their respective bi-monthly magazines, *Slingshot* and *Hobilar* are gold mines of ideas and inspiration!

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THE ART OF WAR™

BY JOHN KERSEY

The Art of War: The Chinese approach to warfare 2205 BCE – 280 CE is a source book for Warhammer Ancient Battles.

China has the longest continuous civilisation in history and was finally unified by the First Emperor in 221 BCE.

The Warring States period was over, and Qin victorious!

Yet only 16 years later, the Qin Dynasty was in turmoil, the Emperor was dead and his lasting legacy would be the silent warriors of Xian – the Terracotta Army.

This source book contains an historical overview that covers the principle military events and developments of Chinese culture from small bands of tribal warriors right up to the mighty Imperial armies that dominated Asia.

Featured within this book are detailed army lists including:

Shang Dynasty

Zhou Dynasty

Warring States

Eastern Steppe Nomads

Han Dynasty

Red Eyebrow Rebels

Yellow Scarves Religious Cultists

Three Kingdoms

Using these army lists and variants within them, you can create over 30 different varieties of armies from early Chinese history.

Other resources included are scenarios, battles, a campaign system and Ruses for use in your games, as well as advice in full colour for modelling Chinese armies and terrain.

The Art of War also contains a full colour section portraying the armies of the time and a wealth of illustrations and maps.

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